

pacman_game.model.rect.Rect.height

pacman_game.model.rect.Rect.move

pacman_game.model.rect.Rect.height

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graph LR; A[pacman_game.model.rect.Rect.height] --> C[pacman_game.model.rect.Rect.height]; B[pacman_game.model.rect.Rect.move] --> C;
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The diagram illustrates a mapping or transformation. On the left, there are two source nodes: 'pacman_game.model.rect.Rect.height' (top) and 'pacman_game.model.rect.Rect.move' (bottom). Both source nodes have arrows pointing to a single target node on the right, which is 'pacman_game.model.rect.Rect.height'. The target node is shaded gray, while the source nodes are white with black borders.