

```
pacman_game.controller.moving  
_sprite_controller.MovingSpriteController.set  
_direction
```



A diagram illustrating a method call. A grey rectangular box on the left contains the text 'pacman_game.controller.moving_sprite_controller.MovingSpriteController.set_direction'. A blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text 'pacman_game.controller.moving_sprite_controller.MovingSpriteController.sprite'.

```
pacman_game.controller.moving  
_sprite_controller.MovingSpriteController.sprite
```