

pacman_game.model.moving
_sprite.MovingSprite.calculate
_position

pacman_game.model.moving
_sprite.MovingSprite.to_pos

pacman_game.model.moving
_sprite.MovingSprite.to_pos



```
graph LR; A["pacman_game.model.moving_sprite.MovingSprite.calculate_position"] --> C["pacman_game.model.moving_sprite.MovingSprite.to_pos"]; B["pacman_game.model.moving_sprite.MovingSprite.to_pos"] --> C;
```