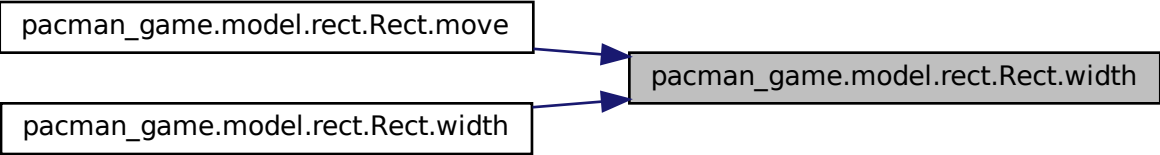


pacman_game.model.rect.Rect.move

pacman_game.model.rect.Rect.width

pacman_game.model.rect.Rect.width



```
graph LR; A[pacman_game.model.rect.Rect.move] --> C[pacman_game.model.rect.Rect.width]; B[pacman_game.model.rect.Rect.width] --> C;
```