

pacman\_game.model.circle.  
Circle.collide

pacman\_game.model.circle.  
Circle.move

pacman\_game.model.circle.  
Circle.radius

pacman\_game.model.circle.  
Circle.radius

```
graph LR; A["pacman_game.model.circle.  
Circle.collide"] --> D["pacman_game.model.circle.  
Circle.radius"]; B["pacman_game.model.circle.  
Circle.move"] --> D; C["pacman_game.model.circle.  
Circle.radius"] --> D; style D fill:#ccc
```