


Player2::handle_input



```
graph LR; A[Player2::handle_input] --> B[Player2::set_Velocity]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Player2::handle_input'. The right box is white and contains the text 'Player2::set_Velocity'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Player2::set_Velocity