



A diagram consisting of a light gray rectangular box with a black border. Inside the box, the text `fake_cube_perception_node.FakePerceptionNode.update` is written in black. Above the box, a blue curved arrow starts from the left side of the box and points down to the right side, indicating a self-call or a recursive action on the `update` method.

```
fake_cube_perception_node.FakePerceptionNode.update
```