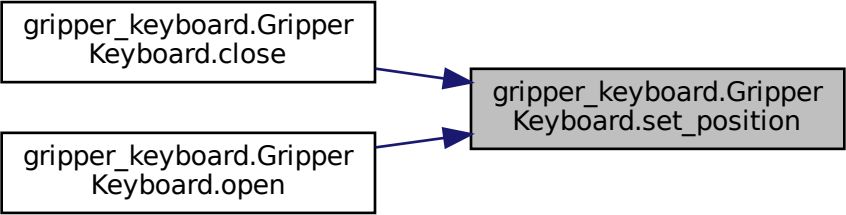


gripper\_keyboard.Gripper  
Keyboard.close

gripper\_keyboard.Gripper  
Keyboard.open

gripper\_keyboard.Gripper  
Keyboard.set\_position



```
graph LR; A["gripper_keyboard.Gripper  
Keyboard.close"] --> C["gripper_keyboard.Gripper  
Keyboard.set_position"]; B["gripper_keyboard.Gripper  
Keyboard.open"] --> C;
```

The diagram illustrates a mapping or transformation. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'gripper\_keyboard.Gripper' followed by 'Keyboard.close' on a new line. The bottom box contains 'gripper\_keyboard.Gripper' followed by 'Keyboard.open' on a new line. On the right, there is a single gray rectangular box with a black border containing the text 'gripper\_keyboard.Gripper' followed by 'Keyboard.set\_position' on a new line. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that both 'close' and 'open' actions are mapped to the 'set\_position' method.