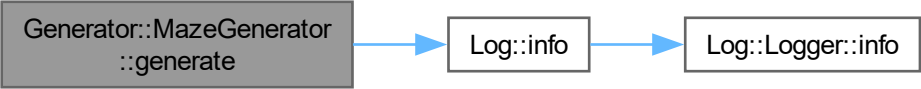


Generator::MazeGenerator
::generate



```
graph LR; A[Generator::MazeGenerator::generate] --> B[Log::info]; B --> C[Log::Logger::info];
```

Log::info

Log::Logger::info