

Math::Mat::hasInverse

Math::Angle::operator==

Math::Mat::operator==

Math::isEqual

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graph LR; A[Math::Mat::hasInverse] --> D[Math::isEqual]; B[Math::Angle::operator==] --> D; C[Math::Mat::operator==] --> D;
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The diagram illustrates a mapping from three source nodes to a single target node. The source nodes are arranged vertically on the left: 'Math::Mat::hasInverse' at the top, 'Math::Angle::operator==' in the middle, and 'Math::Mat::operator==' at the bottom. The target node, 'Math::isEqual', is a gray rectangle on the right. Three blue arrows point from each source node to the target node: one from the top node, one from the middle node, and one from the bottom node.