

cl_move_base_z::CbPauseSlam
::onEntry

cl_move_base_z::CbResume
Slam::onEntry

cl_move_base_z::CpSlamToolbox
::getState

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graph LR; A[cl_move_base_z::CbPauseSlam::onEntry] --> C[cl_move_base_z::CpSlamToolbox::getState]; B[cl_move_base_z::CbResumeSlam::onEntry] --> C;
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The diagram illustrates a functional dependency. Two separate callback functions, 'cl_move_base_z::CbPauseSlam::onEntry' and 'cl_move_base_z::CbResumeSlam::onEntry', are shown on the left. Both have blue arrows pointing to a single function, 'cl_move_base_z::CpSlamToolbox::getState', which is highlighted in a gray box on the right. This indicates that both callbacks rely on the state information provided by the 'CpSlamToolbox' to perform their respective actions of pausing or resuming slam.