

cl_move_base_z::CbPauseSlam
::onEntry

cl_move_base_z::CbResume
Slam::onEntry

cl_move_base_z::CpSlamToolbox
::toogleState

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graph LR; A[cl_move_base_z::CbPauseSlam::onEntry] --> C[cl_move_base_z::CpSlamToolbox::toogleState]; 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::toogleState', which is highlighted in a gray box on the right. This suggests that the 'toogleState' function is a common handler or state manager for the pause and resume actions.