

cl_move_base_z::CbPauseSlam
::onEntry

cl_move_base_z::CbResume
Slam::onEntry

cl_move_base_z::CpSlamToolbox
::getState

```
graph LR; A[cl_move_base_z::CbPauseSlam::onEntry] --> C[cl_move_base_z::CpSlamToolbox::getState]; B[cl_move_base_z::CbResumeSlam::onEntry] --> C;
```

The diagram illustrates a functional dependency. Two callback functions, `cl_move_base_z::CbPauseSlam::onEntry` and `cl_move_base_z::CbResumeSlam::onEntry`, are shown on the left. Both have 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 the state of the `CpSlamToolbox` is required by both the pause and resume callbacks.