

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 both callbacks rely on the state information provided by the `getState` method of the `CpSlamToolbox` class.