

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 of these functions have arrows pointing to a single function on the right, 'cl\_move\_base\_z::CpSlamToolbox::getState'. This indicates that both the pause and resume callbacks rely on the state of the 'CpSlamToolbox' to perform their actions.