

cl_move_base_z::CbPauseSlam
::onEntry

cl_move_base_z::CbResume
Slam::onEntry

cl_move_base_z::CpSlamToolbox
::toogleState

```
graph LR; A[cl_move_base_z::CbPauseSlam::onEntry] --> C[cl_move_base_z::CpSlamToolbox::toogleState]; 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 blue arrows pointing to a central function, 'cl_move_base_z::CpSlamToolbox::toogleState', which is highlighted with a gray background. This indicates that the state toggling logic is shared and invoked by both pause and resume callbacks.