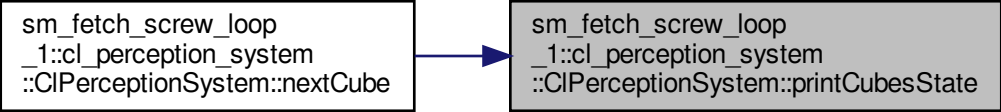


```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::nextCube
```

A blue arrow points from the right side of the first box to the left side of the second box, indicating a transition or call.

```
sm_fetch_screw_loop  
_1::cl_perception_system  
::ClPerceptionSystem::printCubesState
```