

FastestStrategy::compute
Target



```
graph LR; A[FastestStrategy::computeTarget] --> B[Critter::getSpeed]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FastestStrategy::compute' on the top line and 'Target' on the bottom line. The right box is white with a black border and contains the text 'Critter::getSpeed'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Critter::getSpeed