

robOS2.gui.simulator.ResolutionDialog.ResolutionDialog

```
graph LR; A[robOS2.gui.simulator.ResolutionDialog.ResolutionDialog] --> B[robOS2.simulator.Engine.getResolution]; A --> C[robOS2.simulator.Engine.setResolution];
```

The diagram illustrates a class relationship. A central box on the left, representing the class `robOS2.gui.simulator.ResolutionDialog.ResolutionDialog`, has two arrows pointing to the right. These arrows connect to two separate boxes representing methods: `robOS2.simulator.Engine.getResolution` (top) and `robOS2.simulator.Engine.setResolution` (bottom).

robOS2.simulator.Engine.getResolution

robOS2.simulator.Engine.setResolution