

AxeSkill::activate

SwordSkill::activate

Entity::setHp

```
graph LR; A[AxeSkill::activate] --> C[Entity::setHp]; B[SwordSkill::activate] --> C;
```

The diagram illustrates a common dependency. Two methods, `AxeSkill::activate` and `SwordSkill::activate`, are shown on the left. Arrows from both of these methods point to a single method, `Entity::setHp`, which is located on the right. The `Entity::setHp` box is shaded gray, while the others are white.