

ConfirmLicenseController  
::ConfirmLicenseController

PrecisionLandController  
::PrecisionLandController

StateMachine::set\_entry

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graph LR; A[ConfirmLicenseController::ConfirmLicenseController] --> C[StateMachine::set_entry]; B[PrecisionLandController::PrecisionLandController] --> C;
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The diagram illustrates a dependency or call relationship. On the left, there are two rectangular boxes. The top box contains the text 'ConfirmLicenseController' followed by '::ConfirmLicenseController' on the next line. The bottom box contains 'PrecisionLandController' followed by '::PrecisionLandController' on the next line. On the right, there is a single rectangular box with a light gray background, containing the text 'StateMachine::set\_entry'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box, indicating that both controller objects interact with or call the 'set\_entry' method of the 'StateMachine'.