

DescendState::on\_update

LandState::on\_update

Controller::get\_status  
\_monitor

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graph LR; A[DescendState::on_update] --> C[Controller::get_status_monitor]; B[LandState::on_update] --> C;
```

The diagram illustrates a control system architecture. On the left, two state objects, 'DescendState' and 'LandState', each have an 'on\_update' method. Arrows from these methods point to a central 'Controller' object, specifically to its 'get\_status\_monitor' method. The 'Controller' box is shaded gray, while the state boxes are white with black borders.