

MapSector::calculateEnemyValue

```
graph LR; A[MapSector::calculateEnemyValue] --> B[Environment::getUnitHealthValue]; A --> C[Environment::getUnitTypeValue];
```

The diagram illustrates a function call. A gray rectangular box on the left contains the text 'MapSector::calculateEnemyValue'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Environment::getUnitHealthValue'. The bottom arrow points to another white rectangular box containing 'Environment::getUnitTypeValue'. All boxes have a black border.

Environment::getUnitHealthValue

Environment::getUnitTypeValue