

BWAPI::Game::drawBox

```
graph RL; EH1[EnhancedUI::drawUnitHealth] --> BWAPI[BWAPI::Game::drawBox]; EH2[EnhancedUI::drawBases] --> BWAPI;
```

The diagram illustrates a relationship between three function calls. On the left is a gray-shaded box labeled 'BWAPI::Game::drawBox'. To its right are two white boxes. The top white box is labeled 'EnhancedUI::drawUnitHealth' and has a blue arrow pointing to the right side of the gray box. The bottom white box is labeled 'EnhancedUI::drawBases' and also has a blue arrow pointing to the right side of the gray box. This suggests that both EnhancedUI methods inherit or delegate the drawBox functionality to the BWAPI::Game::drawBox method.

EnhancedUI::drawUnitHealth

EnhancedUI::drawBases