

BaseDefense_BuildAirDefenseGoalGenerator::BaseDefense_BuildAirDefenseGoalGenerator

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graph LR; A[BaseDefense_BuildAirDefenseGoalGenerator::BaseDefense_BuildAirDefenseGoalGenerator] --> B[AgentPool::getArbitrator]; A --> C[Arbitrator::getBidManager];
```

The diagram illustrates a class node on the left, labeled 'BaseDefense_BuildAirDefenseGoalGenerator::BaseDefense_BuildAirDefenseGoalGenerator'. From this node, two arrows point to the right, each leading to a method node. The top arrow points to the method 'AgentPool::getArbitrator', and the bottom arrow points to the method 'Arbitrator::getBidManager'. All nodes are rectangular boxes with black borders, and the arrows are dark blue.

AgentPool::getArbitrator

Arbitrator::getBidManager