


GameClient::GameClient



```
graph LR; A[GameClient::GameClient] --> B[GameClient::initWidgets]; B --> C[ButtonBuilder::setHeight];
```

The diagram illustrates a sequence of three function calls in a horizontal flow. The first box, 'GameClient::GameClient', is white with a black border. A blue arrow points from its right side to the second box, 'GameClient::initWidgets', which is also white with a black border. Another blue arrow points from the right side of the second box to the third box, 'ButtonBuilder::setHeight', which is gray with a black border.

GameClient::initWidgets

ButtonBuilder::setHeight