

GameClient::handleGameInput

```
graph LR; A[GameClient::handleGameInput] --> B[BoardRenderer::getSquareAt]; A --> C[GameClient::sendMove];
```

The diagram illustrates a method call sequence. On the left, a gray rectangular box contains the text 'GameClient::handleGameInput'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'BoardRenderer::getSquareAt'. The bottom arrow points to another white rectangular box containing 'GameClient::sendMove'.

BoardRenderer::getSquareAt

GameClient::sendMove