

GameClient::GameClient

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

The diagram illustrates a sequence of three operations for the GameClient class. It starts with the constructor 'GameClient::GameClient', followed by the 'initWidgets' method, and ends with the 'disconnect' method. The first two methods are shown in white boxes, while the final 'disconnect' method is highlighted in a gray box. Blue arrows indicate the flow from one method to the next.

GameClient::initWidgets

GameClient::disconnect