

forcebalance.output.Force  
BalanceLogger.removeHandler

forcebalance.output.Force  
BalanceLogger.addHandler

forcebalance.output.Force  
BalanceLogger.\_\_init\_\_

```
graph LR; A[forcebalance.output.ForceBalanceLogger.removeHandler] <--> B[forcebalance.output.ForceBalanceLogger.addHandler]; A --> C[forcebalance.output.ForceBalanceLogger.__init__];
```

The diagram illustrates the relationships between three methods of the `forcebalance.output.ForceBalanceLogger` class. The `removeHandler` method (shaded box) is connected to the `addHandler` method (white box) via a bidirectional arrow, indicating they are inverse operations. Additionally, a single-headed arrow points from `removeHandler` to the `__init__` method (white box), suggesting that `removeHandler` may be called during the initialization process.