

LauncherWindow::on
_pushButton_clicked

WindowHandler::WindowHandler

LauncherWindow::openSettings



```
graph LR; A[LauncherWindow::on _pushButton_clicked] --> C[LauncherWindow::openSettings]; B[WindowHandler::WindowHandler] --> C;
```

The diagram illustrates a callout mechanism. On the left, two rectangular boxes are stacked vertically. The top box contains the text 'LauncherWindow::on _pushButton_clicked' and the bottom box contains 'WindowHandler::WindowHandler'. Both boxes have a thin black border. Two blue arrows originate from the right side of these boxes. The arrow from the top box points to the top edge of a gray rectangular box on the right. The arrow from the bottom box points to the bottom edge of the same gray box. The gray box on the right contains the text 'LauncherWindow::openSettings' in a bold, black, sans-serif font. The entire diagram is set against a plain white background.