

PirateGame::EnemyShipInput
Handler::handleCannonFire

PirateGame::PlayerShipInput
Handler::handleCannonFire

PirateGame::ShipCannonHandler
::shootCannonballs

```
graph LR; A[PirateGame::EnemyShipInputHandler::handleCannonFire] --> C[PirateGame::ShipCannonHandler::shootCannonballs]; B[PirateGame::PlayerShipInputHandler::handleCannonFire] --> C;
```

The diagram illustrates a call flow where two different input handlers (EnemyShipInputHandler and PlayerShipInputHandler) both trigger the same action (shootCannonballs) on a ShipCannonHandler object. The input handlers are represented by white boxes with black borders, and the target handler is represented by a gray box with a black border. Blue arrows indicate the direction of the call from the input handlers to the ship cannon handler.