

PirateGame::EnemyShipInput
Handler::handleCannonAim

PirateGame::PlayerShipInput
Handler::handleCannonAim

PirateGame::ShipCannonHandler
::setFreeAim

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

The diagram illustrates a call flow where two different input handlers from the `PirateGame` namespace call the `setFreeAim` method of the `ShipCannonHandler` class. The top box represents the `EnemyShipInputHandler::handleCannonAim` method, and the bottom box represents the `PlayerShipInputHandler::handleCannonAim` method. Both have blue arrows pointing to a gray box on the right representing the `ShipCannonHandler::setFreeAim` method.