

PirateGame::EnemyShipInput  
Handler::handleCannonAim

PirateGame::PlayerShipInput  
Handler::handleCannonAim

PirateGame::ShipCannonHandler  
::setFiringSide

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

The diagram illustrates a call flow where two different input handlers from the `PirateGame` namespace call the `setFiringSide` method of the `ShipCannonHandler` class. The top box represents the `EnemyShipInputHandler` and the bottom box represents the `PlayerShipInputHandler`. Both have a `handleCannonAim` method. Arrows from these methods point to the `setFiringSide` method of the `ShipCannonHandler` class, which is shown in a shaded box on the right.