

`MainWindow::startBoss`

```
graph LR; A[MainWindow::startBoss] --> B[BasicShip::getArmor]; A --> C[Level::startBoss];
```

The diagram illustrates a function call sequence. A central box on the left, labeled `MainWindow::startBoss`, has two arrows pointing to the right. The top arrow points to a box labeled `BasicShip::getArmor`, and the bottom arrow points to a box labeled `Level::startBoss`. The central box is shaded gray, while the other two are white.

`BasicShip::getArmor`

`Level::startBoss`