

RTypeGameLogic::handleMessage

RTypeGameLogic::onClient  
Connected

RTypeGameLogic::onClient  
Disconnected

ILogger::logWarning

```
graph LR; A[RTypeGameLogic::handleMessage] --> D[ILogger::logWarning]; B[RTypeGameLogic::onClient Connected] --> D; C[RTypeGameLogic::onClient Disconnected] --> D;
```

The diagram illustrates three separate calls to the `ILogger::logWarning` method. Each call originates from a different method within the `RTypeGameLogic` class: `handleMessage`, `onClient Connected`, and `onClient Disconnected`. The arrows indicate the flow of control from these methods to the logging function.