

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 calls to the `ILogger::logWarning` method. Three boxes on the left represent different methods from `RTypeGameLogic`: `handleMessage`, `onClient Connected`, and `onClient Disconnected`. Blue arrows point from each of these boxes to a single box on the right labeled `ILogger::logWarning`. The `ILogger::logWarning` box has a gray background, while the others are white.