

MainMenu::handleButtonClick

MainMenu::MainMenu

SoundManager::getInstance

```
graph LR; A[MainMenu::handleButtonClick] --> C[SoundManager::getInstance]; B[MainMenu::MainMenu] --> C;
```

The diagram illustrates two calls to the `SoundManager::getInstance` method. On the left, two boxes represent the callers: `MainMenu::handleButtonClick` (top) and `MainMenu::MainMenu` (bottom). On the right, a shaded box represents the target method `SoundManager::getInstance`. Two blue arrows point from each of the left boxes to the right box, indicating the direction of the calls.