

MainMenu::handleButtonClick

SoundManager::updateMusicTrack

SoundManager::playNextTrack

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

The diagram illustrates a call graph where two different functions, 'MainMenu::handleButtonClick' and 'SoundManager::updateMusicTrack', both invoke the 'SoundManager::playNextTrack' function. The source functions are represented by white boxes with black borders, while the target function is represented by a gray box with a black border. Blue arrows indicate the direction of the calls from the source functions to the target function.