


Interrupt8_Handler



```
graph LR; A[Interrupt8_Handler] --> B[time_onInterrupt]; B --> C[game_onTimeOut];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'Interrupt8_Handler', which points via a blue arrow to a second box labeled 'time_onInterrupt'. This second box then points via another blue arrow to a final box labeled 'game_onTimeOut'. The final box is shaded gray, while the others are white.

time_onInterrupt

game_onTimeOut