


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', followed by an arrow pointing to a box labeled 'time\_onInterrupt', and finally an arrow pointing to a box labeled 'game\_onTimeOut'. The 'game\_onTimeOut' box is shaded gray, while the others are white.

time\_onInterrupt

game\_onTimeOut