

ClientNetworkManager
::sendRequest



```
graph LR; A[ClientNetworkManager::sendRequest] --> B[GameController::showError]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'ClientNetworkManager' on the top line and '::sendRequest' on the bottom line. The right box is white with a black border and contains the text 'GameController::showError'. A dark blue arrow points from the right side of the left box to the left side of the right box.

GameController::showError