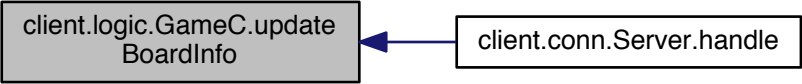


client.logic.GameC.update
BoardInfo



```
graph LR; A[client.conn.Server.handle] --> B[client.logic.GameC.updateBoardInfo];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'client.logic.GameC.update' on the top line and 'BoardInfo' on the bottom line. The box on the right is white with a black border and contains the text 'client.conn.Server.handle'. A dark blue arrow points from the right side of the white box to the left side of the gray box.

client.conn.Server.handle