

bot.BotManager.start\_bot

```
graph LR; A[bot.BotManager.start_bot] --> B[bot.BotManager.create_if_not_exist_bot]; B --> C[bot.BotManager.create_bot];
```

The diagram illustrates a three-step process for bot management. It begins with a gray-shaded box labeled 'bot.BotManager.start\_bot'. A blue arrow points from this box to a white box labeled 'bot.BotManager.create\_if\_not\_exist\_bot'. Another blue arrow points from the second box to a third white box labeled 'bot.BotManager.create\_bot'.

bot.BotManager.create  
\_if\_not\_exist\_bot

bot.BotManager.create\_bot