

```
bot.BotManager.create  
_if_not_exist_bot
```



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

A diagram showing a call to `bot.BotManager.create_if_not_exist_bot` in a gray box, with a blue arrow pointing to a white box containing `bot.BotManager.create_bot`.

```
bot.BotManager.create_bot
```