

WindowsFormsApp1.HashMap2  
Dialog.InitializeComponent

```
graph LR; A[WindowsFormsApp1.HashMap2 Dialog.InitializeComponent] --> B[WindowsFormsApp1.HashMap2 Dialog.button1_Click]; A --> C[WindowsFormsApp1.HashMap2 Dialog.button2_Click];
```

The diagram illustrates a call from the `InitializeComponent` method of the `WindowsFormsApp1.HashMap2 Dialog` class to two event handlers: `button1_Click` and `button2_Click`. The source box is shaded gray, while the destination boxes are white.

WindowsFormsApp1.HashMap2  
Dialog.button1\_Click

WindowsFormsApp1.HashMap2  
Dialog.button2\_Click