

LevelManager::Reset

LevelManager::Restart

SoundStream::SetVolume

```
graph LR; A[LevelManager::Reset] --> C[SoundStream::SetVolume]; B[LevelManager::Restart] --> C;
```

The diagram illustrates two separate calls to the `SoundStream::SetVolume` method. On the left, two white rectangular boxes represent the calling methods: `LevelManager::Reset` (top) and `LevelManager::Restart` (bottom). On the right, a gray rectangular box represents the target method: `SoundStream::SetVolume`. Two blue arrows originate from the right side of the `LevelManager::Reset` box and the right side of the `LevelManager::Restart` box, both pointing towards the left side of the `SoundStream::SetVolume` box. This indicates that both the `Reset` and `Restart` methods of the `LevelManager` class invoke the `SetVolume` method of the `SoundStream` class.