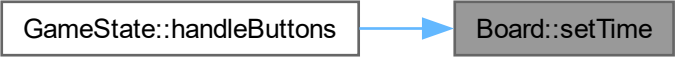


GameState::handleButtons



```
graph LR; A[GameState::handleButtons] --> B[Board::setTime];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'GameState::handleButtons'. The right box is gray with a black border and contains the text 'Board::setTime'. A blue arrow points from the right side of the left box to the left side of the right box.

Board::setTime