

YukimaruGames.Terminal.UI.  
Presentation.Model.TerminalLog  
Presenter.GetRenderData

```
graph LR; A[YukimaruGames.Terminal.UI.Presentation.Model.TerminalLogPresenter.GetRenderData] --> B[YukimaruGames.Terminal.UI.Presentation.Model.TerminalLogPresenter.HandleLogRemoved]; A --> C[YukimaruGames.Terminal.UI.Presentation.Model.TerminalLogPresenter.HandleLogUpdated];
```

YukimaruGames.Terminal.UI.  
Presentation.Model.TerminalLog  
Presenter.HandleLogRemoved

YukimaruGames.Terminal.UI.  
Presentation.Model.TerminalLog  
Presenter.HandleLogUpdated