

handlers.BtnBack1Handler.handle

handlers.BtnLoginHandler.handle

gui.ThirdScene.setup

```
graph LR; A[handlers.BtnBack1Handler.handle] --> C[gui.ThirdScene.setup]; B[handlers.BtnLoginHandler.handle] --> C;
```

The diagram illustrates a call graph where two handler methods, `handlers.BtnBack1Handler.handle` and `handlers.BtnLoginHandler.handle`, both point to the `gui.ThirdScene.setup` method. The source nodes are white boxes, and the target node is a gray box. Blue arrows indicate the direction of the calls.