

handlers.BtnBackHandler.handle

handlers.BtnTrackHandler.handle

gui.SeventhScene.setup

```
graph LR; A[handlers.BtnBackHandler.handle] --> C[gui.SeventhScene.setup]; B[handlers.BtnTrackHandler.handle] --> C;
```

The diagram illustrates a call graph where two handler methods, `handlers.BtnBackHandler.handle` and `handlers.BtnTrackHandler.handle`, both point to the `gui.SeventhScene.setup` method. The source nodes are white with black borders, while the target node is gray with a black border. Blue arrows indicate the direction of the calls.