

GraphVis::loadTree

Interface::runTreeUI

main

```
graph RL; main --> Interface::runTreeUI; Interface::runTreeUI --> GraphVis::loadTree;
```

The diagram illustrates a call graph with three nodes arranged horizontally from right to left. The rightmost node is a white box labeled 'main'. A blue arrow points from 'main' to the middle node, which is a white box labeled 'Interface::runTreeUI'. Another blue arrow points from 'Interface::runTreeUI' to the leftmost node, which is a gray box labeled 'GraphVis::loadTree'.