

LoadName::handle_input

FlappyBird::saveCurrentPlayer
Score

Player::SaveLeaderboard

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graph LR; A[LoadName::handle_input] --> C[Player::SaveLeaderboard]; B[FlappyBird::saveCurrentPlayer Score] --> C;
```

The diagram illustrates a call graph where two functions, 'LoadName::handle_input' and 'FlappyBird::saveCurrentPlayer Score', both call the function 'Player::SaveLeaderboard'. The callers are represented by white boxes, and the callee is represented by a gray box. Blue arrows indicate the direction of the calls from the callers to the callee.