

launchdarkly::client  
\_side::IEventProcessor



```
graph BT; A[launchdarkly::client_side::EventProcessor] --> B[launchdarkly::client_side::IEventProcessor];
```

A UML class diagram illustrating inheritance. The top class, 'launchdarkly::client\_side::IEventProcessor', is shown in a white box with a black border. The bottom class, 'launchdarkly::client\_side::EventProcessor', is shown in a gray box with a black border. A blue arrow points from the bottom class to the top class, indicating that 'EventProcessor' inherits from 'IEventProcessor'.

launchdarkly::client  
\_side::EventProcessor