

launchdarkly::server
_side::IClient



```
graph BT; Client[launchdarkly::server_side::Client] --> IClient[launchdarkly::server_side::IClient];
```

A UML class diagram illustrating inheritance. The top class, `launchdarkly::server_side::IClient`, is shown in a white box with a black border. The bottom class, `launchdarkly::server_side::Client`, is shown in a gray box with a black border. A solid blue arrow points from the bottom class to the top class, indicating that `Client` inherits from `IClient`.

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_side::Client