

launchdarkly::server  
\_side::IClient



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

A UML class diagram showing an inheritance relationship. A light gray box at the bottom represents the 'Client' class, and a white box at the top represents the 'IClient' interface. A blue arrow points from the 'Client' box to the 'IClient' box, indicating that 'Client' inherits from 'IClient'.

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