

launchdarkly::server  
\_side::IClient



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

A UML class diagram showing inheritance. A light gray box at the bottom represents the 'launchdarkly::server\_side::Client' class. A dark gray box at the top represents the 'launchdarkly::server\_side::IClient' interface. A blue arrow points from the bottom box to the top box, indicating that the Client class inherits from or implements the IClient interface.

launchdarkly::server  
\_side::Client