

LobbyPacketDispatcher
::LobbyPacketDispatcher

RoomPacketDispatcher
::RoomPacketDispatcher

ChatHandler::WrongCommand

```
graph LR; A[LobbyPacketDispatcher::LobbyPacketDispatcher] --> C[ChatHandler::WrongCommand]; B[RoomPacketDispatcher::RoomPacketDispatcher] --> C;
```

The diagram illustrates a state transition or error handling mechanism. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'LobbyPacketDispatcher' followed by '::LobbyPacketDispatcher' on a new line. The bottom box contains 'RoomPacketDispatcher' followed by '::RoomPacketDispatcher' on a new line. Blue arrows point from the right side of each of these boxes to a single gray rectangular box on the right. This gray box contains the text 'ChatHandler::WrongCommand'.