

Client::processInput

Server::update

Factory::createProjectile

```
graph LR; Client[Client::processInput] --> Factory[Factory::createProjectile]; Server[Server::update] --> Factory;
```

The diagram illustrates a dependency where two client methods, `Client::processInput` and `Server::update`, both call the `Factory::createProjectile` method. The client methods are represented by white boxes with black borders, while the factory method is represented by a gray box with a black border. Blue arrows indicate the direction of the calls from the client methods to the factory method.