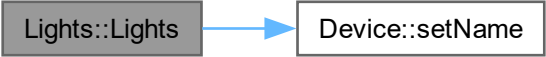


Lights::Lights



```
graph LR; A[Lights::Lights] --> B[Device::setName]
```

A diagram showing a call from the `Lights::Lights` object to the `Device::setName` method. The `Lights::Lights` object is represented by a gray rectangular box on the left, and the `Device::setName` method is represented by a white rectangular box on the right. A blue arrow points from the right side of the gray box to the left side of the white box, indicating the direction of the call.

Device::setName