

Reversi4colorForm.Setting  
Form.pictureBoxPlayerColor4\_Click

```
graph LR; A[Reversi4colorForm.SettingForm.pictureBoxPlayerColor4_Click] --> B[Reversi4colorForm.ReversiSetting.reset]; A --> C[Reversi4colorForm.SettingForm.reflectSettingForm];
```

The diagram illustrates a sequence of events in a Windows Forms application. A single source box on the left, representing a click event on a specific UI element, branches into two arrows pointing to two separate destination boxes on the right. These destination boxes represent the methods that are executed in response to the click event.

Reversi4colorForm.Reversi  
Setting.reset

Reversi4colorForm.Setting  
Form.reflectSettingForm