

google::protobuf::internal::ReadPrimitiveFromArray< uint64, WireFormatLite::TYPE_FIXED64 >

google::protobuf::internal::ReadPrimitiveFromArray< int64, WireFormatLite::TYPE_SFIXED64 >

google::protobuf::internal::ReadPrimitiveFromArray< double, WireFormatLite::TYPE_DOUBLE >

google::protobuf::io::CodedInputStream::ReadLittleEndian64FromArray

```
graph RL; A[google::protobuf::internal::ReadPrimitiveFromArray< uint64, WireFormatLite::TYPE_FIXED64 >] --> D[google::protobuf::io::CodedInputStream::ReadLittleEndian64FromArray]; B[google::protobuf::internal::ReadPrimitiveFromArray< int64, WireFormatLite::TYPE_SFIXED64 >] --> D; C[google::protobuf::internal::ReadPrimitiveFromArray< double, WireFormatLite::TYPE_DOUBLE >] --> D;
```

The diagram illustrates a call site for the `ReadLittleEndian64FromArray` method of the `CodedInputStream` class. Three different internal `ReadPrimitiveFromArray` functions are shown on the right, each with a blue arrow pointing to the target method on the left. The target method is highlighted with a grey background.