

google::protobuf::internal::ReadPrimitiveFromArray< uint32, WireFormatLite::TYPE_FIXED32 >

google::protobuf::internal::ReadPrimitiveFromArray< int32, WireFormatLite::TYPE_SFIXED32 >

google::protobuf::internal::ReadPrimitiveFromArray< float, WireFormatLite::TYPE_FLOAT >

google::protobuf::io::CodedInputStream::ReadLittleEndian32FromArray

```
graph RL; A[google::protobuf::internal::ReadPrimitiveFromArray< uint32, WireFormatLite::TYPE_FIXED32 >] --> D[google::protobuf::io::CodedInputStream::ReadLittleEndian32FromArray]; B[google::protobuf::internal::ReadPrimitiveFromArray< int32, WireFormatLite::TYPE_SFIXED32 >] --> D; C[google::protobuf::internal::ReadPrimitiveFromArray< float, WireFormatLite::TYPE_FLOAT >] --> D;
```

The diagram illustrates a call site for the `ReadLittleEndian32FromArray` method of the `CodedInputStream` class. Three different `ReadPrimitiveFromArray` functions from the `google::protobuf::internal` namespace are shown pointing to this call site. The call site itself is highlighted with a gray background.