

IDisposable



```
graph BT; ByteBuffer --> IDisposable
```

A UML class diagram illustrating an inheritance relationship. At the top is a white rectangular box with a thin black border labeled 'IDisposable'. Below it is a gray rectangular box with a thick black border labeled 'ByteBuffer'. A solid blue arrow points vertically from the top center of the 'ByteBuffer' box to the bottom center of the 'IDisposable' box, indicating that 'ByteBuffer' inherits from or implements 'IDisposable'.

ByteBuffer