The List

1. `vkDestroyFramebuffer()`
2. `vkDestroyImageView()`
3. `vkDestroySwapchainKHR()`
4. `vkFreeCommandBuffers()`
5. `vkDestroyRenderPass()`
6. `vkDestroySemaphore()`
7. `vkDestroyCommandPool()`
8. `vkDestroyDevice()`
9. `vkDestroySurfaceKHR()`
10. `vkDestroyInstance()`

```cpp
void amVK_SurfacePresenter::destroy_everything_serially(void) {
    this->FBs->DestroyFrameBuffers();
    this->IMGs->DestroySwapChainImageViews();
    this->SC->DestroySwapChain();
    this->CP->FreeCommandBuffers();
    this->RP->DestroyRenderPass();
    this->IMGs->AcquireNextImage_SemaPhore_Destroy();
    this->RenderingFinished_SemaPhore_Destroy();
    this->CP->DestroyCommandPool();
    this->D->DestroyDevice();
}
```