

ClosingFilter::~~ClosingFilter

InverseDistanceWeightedFilter  
::~~InverseDistanceWeightedFilter

RasterizerGPU::~~RasterizerGPU

GLHandler::getCoherentBufferMask

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graph LR; A[ClosingFilter::~~ClosingFilter] --> D[GLHandler::getCoherentBufferMask]; B[InverseDistanceWeightedFilter::~InverseDistanceWeightedFilter] --> D; C[RasterizerGPU::~~RasterizerGPU] --> D;
```

The diagram illustrates a control flow where three destructor calls (ClosingFilter::~~ClosingFilter, InverseDistanceWeightedFilter::~InverseDistanceWeightedFilter, and RasterizerGPU::~~RasterizerGPU) all point to a single call to GLHandler::getCoherentBufferMask. The arrows are blue, and the destination box is shaded gray.