

Runtime::memoryArrayPtr

Runtime::memoryRef

Runtime::getValidatedMemory
OffsetRange

```
graph LR; A[Runtime::memoryArrayPtr] --> C[Runtime::getValidatedMemory OffsetRange]; B[Runtime::memoryRef] --> C;
```

The diagram illustrates a relationship between three components. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Runtime::memoryArrayPtr' and the bottom box contains 'Runtime::memoryRef'. Two blue arrows originate from the right side of these boxes and point towards a single gray rectangular box on the right. This gray box contains the text 'Runtime::getValidatedMemory' on the top line and 'OffsetRange' on the bottom line.