

Runtime::memoryArrayPtr

Runtime::memoryRef

Runtime::getValidatedMemory  
OffsetRange

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

The diagram illustrates a relationship between three runtime memory-related 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'. On the right, there is a larger gray rectangular box with a black border containing the text 'Runtime::getValidatedMemory' on the top line and 'OffsetRange' on the bottom line. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'Runtime::memoryArrayPtr' and 'Runtime::memoryRef' are inputs or parameters for the 'Runtime::getValidatedMemoryOffsetRange' function.