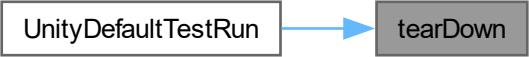


UnityDefaultTestRun



```
graph LR; A[UnityDefaultTestRun] --> B[tearDown]
```

A diagram showing a flow from a white box labeled 'UnityDefaultTestRun' to a gray box labeled 'tearDown'. A blue arrow points from the right side of the first box to the left side of the second box.

tearDown