

SOCmnTimer::destroyTimer

SOCmnThread::~~SOCmnThread

stop

```
graph LR; A[SOCmnTimer::destroyTimer] --> C[stop]; B[SOCmnThread::~~SOCmnThread] --> C;
```

The diagram illustrates a control flow where two distinct operations lead to a common termination state. On the left, two rectangular boxes are stacked vertically. The top box contains the text 'SOCmnTimer::destroyTimer' and the bottom box contains 'SOCmnThread::~~SOCmnThread'. Two blue arrows originate from the right side of these boxes, pointing towards a single gray rectangular box on the right labeled 'stop'. This visualizes that both the destruction of the timer and the thread's destruction lead to the system stopping.