

SOCmnEventPointer::
reset

SOCmnThreadPool::start

SOCmnEvents::reset

```
graph LR; A[SOCmnEventPointer::reset] --> C[SOCmnEvents::reset]; B[SOCmnThreadPool::start] --> C;
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The diagram illustrates a dependency or call relationship. Two source functions, 'SOCmnEventPointer::reset' and 'SOCmnThreadPool::start', are shown in white boxes on the left. Two blue arrows originate from these boxes and point towards a single target function, 'SOCmnEvents::reset', which is shown in a gray box on the right. This indicates that both source functions interact with or call the target function.