

DirectX::BoundingSphere
::CreateFromPoints

TriangleTests::Intersects

XMStoreFloat

```
graph LR; A[DirectX::BoundingSphere::CreateFromPoints] --> D[XMStoreFloat]; B[TriangleTests::Intersects] --> D;
```

The diagram illustrates two separate function calls, 'DirectX::BoundingSphere::CreateFromPoints' and 'TriangleTests::Intersects', both of which utilize the 'XMStoreFloat' function. This is represented by two light blue arrows originating from the respective function boxes and pointing towards the 'XMStoreFloat' box on the right.