

ByteBuffer::append



```
graph LR; A[ByteBuffer::append] --> B[ByteBuffer::maximum_length]
```

A diagram showing a dependency. On the left, a gray rectangular box contains the text 'ByteBuffer::append'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'ByteBuffer::maximum_length'.

ByteBuffer::maximum
_length