

Horizon::Networking  
::Socket::async\_read

Horizon::Networking  
::Socket::async\_read  
\_with\_callback

ByteBuffer::flush

```
graph LR; A[Horizon::Networking::Socket::async_read] --> C[ByteBuffer::flush]; B[Horizon::Networking::Socket::async_read_with_callback] --> C;
```

The diagram illustrates a flow where two different asynchronous read operations from the `Horizon::Networking::Socket` namespace lead to a `ByteBuffer::flush` operation. The first operation is `async_read`, and the second is `async_read_with_callback`. Both are represented in white boxes with black borders. Blue arrows point from each of these boxes to a gray box on the right labeled `ByteBuffer::flush`.