

launchdarkly::server
_side::data_interfaces
::IStore

launchdarkly::server
_side::data_interfaces
::IDestination

launchdarkly::server
_side::data_components
::MemoryStore

```
graph LR; MS[launchdarkly::server_side::data_components::MemoryStore] --> IS[launchdarkly::server_side::data_interfaces::IStore]; MS --> ID[launchdarkly::server_side::data_interfaces::IDestination];
```

The diagram illustrates a class hierarchy or dependency. A central gray box on the right, labeled 'launchdarkly::server_side::data_components::MemoryStore', has two blue arrows pointing left to two white boxes. The top white box is labeled 'launchdarkly::server_side::data_interfaces::IStore' and the bottom white box is labeled 'launchdarkly::server_side::data_interfaces::IDestination'. This suggests that 'MemoryStore' inherits from or depends on both 'IStore' and 'IDestination'.