

`std::numeric_limits
< absl::uint128 >::max`

`absl::ABSL_NAMESPACE
_BEGIN::SafeMultiply
::operator()`

`absl::UInt128Max`

```
graph LR; A["std::numeric_limits<br>< absl::uint128 >::max"] --> C["absl::UInt128Max"]; B["absl::ABSL_NAMESPACE<br>_BEGIN::SafeMultiply<br>::operator()"] --> C;
```

The diagram illustrates that two different code snippets, one from the standard library and one from the absl namespace, both point to the same variable, `absl::UInt128Max`. The variable is represented by a grey box on the right, while the two code snippets are in white boxes on the left. Blue arrows indicate the mapping from each snippet to the variable.