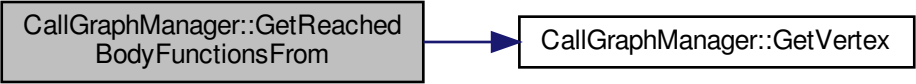


CallGraphManager::GetReached
BodyFunctionsFrom



```
graph LR; A[CallGraphManager::GetReachedBodyFunctionsFrom] --> B[CallGraphManager::GetVertex]
```

CallGraphManager::GetVertex