

ImGuiLayer::OnDetach

Screen::~~Screen

ImGui_ImplOpenGL3_Shutdown

```
graph LR; A[ImGuiLayer::OnDetach] --> C[ImGui_ImplOpenGL3_Shutdown]; B[Screen::~~Screen] --> C;
```

The diagram illustrates a mapping from two source functions to a single target function. On the left, there are two white rectangular boxes. The top box contains the text 'ImGuiLayer::OnDetach' and the bottom box contains 'Screen::~~Screen'. Blue arrows point from the right side of each of these boxes to the left side of a single, wider grey rectangular box on the right. This grey box contains the text 'ImGui_ImplOpenGL3_Shutdown'.