

ImGuiLayer::OnDetach

Screen::~~Screen

ImGui::DestroyContext

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

The diagram illustrates a dependency or call relationship. Two source functions, 'ImGuiLayer::OnDetach' and 'Screen::~~Screen', are shown on the left. Arrows from both point to a single target function, 'ImGui::DestroyContext', which is highlighted with a gray background. This suggests that both source functions eventually call the target function.