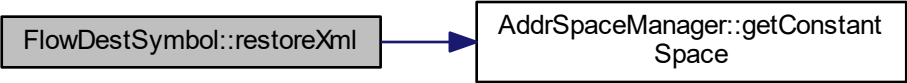


FlowDestSymbol::restoreXml



```
graph LR; A[FlowDestSymbol::restoreXml] --> B[AddrSpaceManager::getConstantSpace]
```

AddrSpaceManager::getConstant
Space