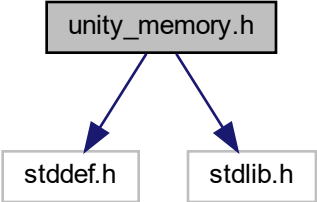


unity\_memory.h



```
graph TD; A[unity_memory.h] --> B[stddef.h]; A --> C[stdlib.h];
```

A diagram showing a header file dependency. At the top is a box labeled 'unity\_memory.h'. Two blue arrows point downwards from this box to two separate boxes below it. The left box is labeled 'stddef.h' and the right box is labeled 'stdlib.h'.

stddef.h

stdlib.h