

test/unity/unity_internals.h

```
graph TD; A[test/unity/unity_internals.h] --> B[setjmp.h]; A --> C[math.h]; A --> D[stddef.h]; A --> E[stdint.h]; A --> F[limits.h]; A --> G[stdio.h];
```

setjmp.h

math.h

stddef.h

stdint.h

limits.h

stdio.h