

include/PathPlanning.h

```
graph TD; A[include/PathPlanning.h] --> B[vector]; A --> C[tf2/LinearMath/Quaternion.h]; A --> D[geometry_msgs/Pose.h];
```

The diagram illustrates the dependencies of the `include/PathPlanning.h` header file. It is shown at the top in a grey box. Three blue arrows point downwards from its bottom edge to three separate white boxes below it. The leftmost box contains the text `vector`. The middle box contains the text `tf2/LinearMath/Quaternion.h`. The rightmost box contains the text `geometry_msgs/Pose.h`.

vector

tf2/LinearMath/Quaternion.h

geometry_msgs/Pose.h