

```
std::vector< typename  
descartes_light::StateEvaluator  
< FloatType >::ConstPtr >
```

```
std::vector< typename  
descartes_light::EdgeEvaluator  
< FloatType >::ConstPtr >
```

```
std::vector< typename  
descartes_light::WaypointSampler  
< FloatType >::ConstPtr >
```

state\_evaluators

edge\_evaluators

samplers

```
tesseract_planning  
::DescartesProblem<  
FloatType >
```

The diagram illustrates the structure of the `tesseract_planning::DescartesProblem` class. It is represented by a grey box on the right. Three dashed purple arrows originate from this box and point to three separate white boxes on the left. The top arrow is labeled 'state\_evaluators' and points to a box containing a vector of `StateEvaluator` pointers. The middle arrow is labeled 'edge\_evaluators' and points to a box containing a vector of `EdgeEvaluator` pointers. The bottom arrow is labeled 'samplers' and points to a box containing a vector of `WaypointSampler` pointers. All vectors are of type `std::vector< typename ... >` and store `ConstPtr` references to their respective objects.