

```
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 relationship between the `tesseract_planning::DescartesProblem` class and its associated data structures. The `DescartesProblem` class, shown in a grey box on the right, has three dashed purple arrows pointing to three separate white boxes on the left. These arrows are labeled 'state\_evaluators', 'edge\_evaluators', and 'samplers'. Each arrow points to a `std::vector` of pointers to a specific evaluator or sampler class from the `descartes_light` namespace. The 'state\_evaluators' vector contains `StateEvaluator` pointers, the 'edge\_evaluators' vector contains `EdgeEvaluator` pointers, and the 'samplers' vector contains `WaypointSampler` pointers. All pointers are of type `ConstPtr` (likely `const_ptr_t`).