

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

state_evaluators

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

edge_evaluators

samplers

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

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

```
graph LR; A["tesseract_planning::DescartesProblem<FloatType>"] -.->|state_evaluators| B["std::vector<typename descartes_light::StateEvaluator<FloatType>::ConstPtr>"]; A -.->|edge_evaluators| C["std::vector<typename descartes_light::EdgeEvaluator<FloatType>::ConstPtr>"]; A -.->|samplers| D["std::vector<typename descartes_light::WaypointSampler<FloatType>::ConstPtr>"];
```

The diagram illustrates the structure of the `tesseract_planning::DescartesProblem` class. It is shown as a central gray box on the right, with three dashed purple arrows pointing left to three separate white boxes. The top arrow is labeled 'state_evaluators' and points to a container of `StateEvaluator` pointers. The middle arrow is labeled 'edge_evaluators' and points to a container of `EdgeEvaluator` pointers. The bottom arrow is labeled 'samplers' and points to a container of `WaypointSampler` pointers. All containers are `std::vector` types holding `ConstPtr` references to their respective objects.