

include/game/math/interfaces.h

```
graph TD; A[include/game/math/interfaces.h] --> B[memory]; A --> C[string];
```

A diagram illustrating a header file inclusion. At the top, a dark gray rectangular box contains the text `include/game/math/interfaces.h`. Two blue arrows originate from the bottom edge of this box. The left arrow points down and to the left to a light gray rectangular box containing the text `memory`. The right arrow points down and to the right to another light gray rectangular box containing the text `string`.

memory

string