

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 center of this box and point downwards to two separate light gray rectangular boxes. The left box contains the text `memory` and the right box contains the text `string`. This visualizes the `interfaces.h` header file including the `memory` and `string` modules.

memory

string