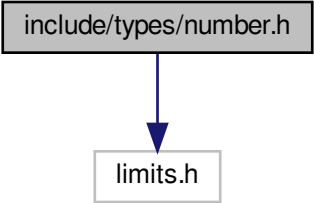


include/types/number.h



```
graph TD; A[include/types/number.h] --> B[limits.h]
```

limits.h