

include/common/rounding
_modes.h

```
graph TD; A[include/common/rounding_modes.h] --> B[unordered_map]; A --> C[stdexcept]; A --> D[string];
```

A diagram showing a header file 'include/common/rounding_modes.h' at the top, with three arrows pointing down to 'unordered_map', 'stdexcept', and 'string'.

unordered_map

stdexcept

string