

```
/home/carla/git/ijengine  
-ICG_GL/include/gamemodels.h
```

```
graph TD; A["/home/carla/git/ijengine  
-ICG_GL/include/gamemodels.h"] --> B["vector"]; A --> C["map"];
```

A diagram illustrating a C++ header file's includes. A gray rectangular box at the top contains the file path and the include directive: `/home/carla/git/ijengine` and `-ICG_GL/include/gamemodels.h`. Two blue arrows originate from the bottom of this box, pointing downwards to two separate white rectangular boxes. The left box contains the text `vector` and the right box contains the text `map`, representing the standard library headers being included.

`vector`

`map`