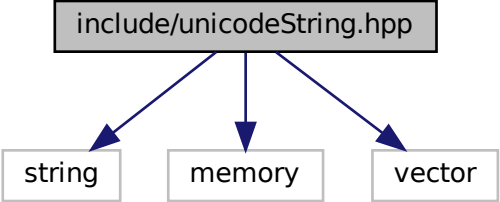


include/unicodeString.hpp



```
graph TD; A[include/unicodeString.hpp] --> B[string]; A --> C[memory]; A --> D[vector];
```

string

memory

vector