

```
1 // pch.h: This is a precompiled header file.
2 // Files listed below are compiled only once, improving build performance for future builds.
3 // This also affects IntelliSense performance, including code completion and many code browsing features.
4 // However, files listed here are ALL re-compiled if any one of them is updated between builds.
5 // Do not add files here that you will be updating frequently as this negates the performance advantage.
6
7 #ifndef PCH_H
8 #define PCH_H
9
10 // add headers that you want to pre-compile here
11 #include "framework.h"
12
13 #include <iostream>
14 #include <fstream>
15 #include <sstream>
16 #include <map>
17 #include <string>
18 #include <vector>
19 #include <memory>
20 #include <math.h>
21 #include <shellapi.h>
22 #include <gdiplus.h>
23 #include <stdio.h>
24
25 #endif //PCH_H
26
27 using namespace std;
28
```