

src/server/include
/interfaces/IPolygonProcessor.h

```
graph BT; A["src/server/include /impl/ObjectFilterByPolygon.h"] --> B["src/server/include /interfaces/IPolygonProcessor.h"]; C["src/server/include /impl/PolygonProcessor.h"] --> B;
```

The diagram illustrates a header file dependency structure. At the top is a gray-shaded box representing the interface header file: `src/server/include /interfaces/IPolygonProcessor.h`. Below it are two white boxes representing implementation header files. The left box is `src/server/include /impl/ObjectFilterByPolygon.h` and the right box is `src/server/include /impl/PolygonProcessor.h`. Blue arrows point from each of these bottom boxes up to the top box, indicating that both implementation files include the interface header.

src/server/include
/impl/ObjectFilterByPolygon.h

src/server/include
/impl/PolygonProcessor.h