

include/replay_memory.hpp

```
graph TD; A[include/replay_memory.hpp] --> B[vector]; A --> C[random]; A --> D[deque];
```

A diagram illustrating the inclusion of standard library headers in a C++ file. At the top, a gray rectangular box contains the text 'include/replay_memory.hpp'. Three blue arrows originate from the bottom edge of this box and point downwards to three separate white rectangular boxes arranged horizontally below it. The leftmost box contains the text 'vector', the middle box contains 'random', and the rightmost box contains 'deque'. This visualizes the concept that the 'replay_memory.hpp' header file includes definitions for these three data structures.

vector

random

deque