

libs/game/yaml/configReader.h



```
graph TD; A[libs/game/yaml/configReader.h] --> B[fstream]; A --> C[map]; A --> D[iostream];
```

The diagram illustrates the dependencies of the file `libs/game/yaml/configReader.h`. It is represented as a root node in a gray box at the top. Three blue arrows point downwards from this root node to three separate white boxes below it, labeled `fstream`, `map`, and `iostream`, indicating that `configReader.h` includes or depends on these three components.

fstream

map

iostream