

H:/BltPIC32\_Bootloader.X  
/system.h

```
graph TD; A["H:/BltPIC32_Bootloader.X  
/system.h"] --> B["p32xxx.h"]; A --> C["string.h"]; A --> D["stdlib.h"]; A --> E["sys/attribs.h"];
```

The diagram illustrates a dependency structure where a central header file, `H:/BltPIC32_Bootloader.X/system.h`, is the source of four other header files. Arrows point from the central box to each of the four boxes below it.

p32xxx.h

string.h

stdlib.h

sys/attribs.h