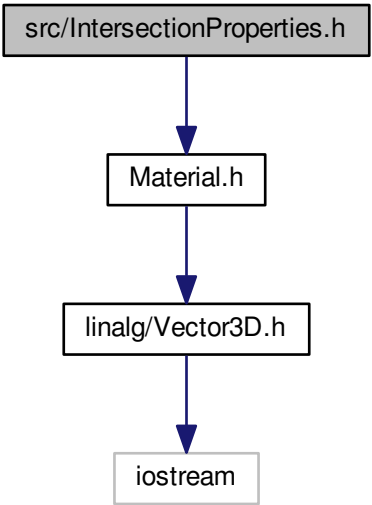


src/IntersectionProperties.h



```
graph TD; A[src/IntersectionProperties.h] --> B[Material.h]; B --> C[linalg/Vector3D.h]; C --> D[iostream];
```

Material.h

linalg/Vector3D.h

iostream