



```

void Cell::FindCyclicDependencies(std::vector<Position> cells) {
for (auto cell : cells) {
CellInterface* c = sheet_.GetCell(cell);
if (c == this) {
throw CircularDependencyException("");
}
if (c != nullptr) {
FindCyclicDependencies(sheet_.GetCell(cell)->GetReferencedCells());
}
}
}

```