

Service/SLManager.h

```
graph TD; A[Service/SLManager.h] --> B[ModelEditor.h]; B --> C[IShapes.h]; B --> D[vector]; C --> E[iostream];
```

The diagram illustrates a set of dependencies between C++ header files and standard library components. At the top is 'Service/SLManager.h' in a dark gray box. A blue arrow points down to 'ModelEditor.h' in a white box. From 'ModelEditor.h', two blue arrows branch out: one to 'IShapes.h' in a white box and another to 'vector' in a light gray box. Finally, a blue arrow points from 'IShapes.h' down to 'iostream' in a light gray box.

ModelEditor.h

IShapes.h

vector

iostream