

/home/Theo/Téléchargements
/sae/Jeu/type.h

```
graph TD; A["/home/Theo/Téléchargements  
/sae/Jeu/type.h"] --> B[string]; A --> C[vector]; A --> D[map]; A --> E[optional];
```

A diagram showing a header file path at the top in a grey box. Four blue arrows point from the bottom of this box to four separate white boxes below, each containing a data type name.

string

vector

map

optional