

/home/Theo/Téléchargements  
/sae/SAE\_JEU/Jeu/type.h

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

The diagram illustrates a header file path at the top, which then branches out via four arrows to point to the data types: string, vector, map, and optional.

string

vector

map

optional