

Source/CrimsonSkillTreeEditor
/Layout/CrimsonSkillTree
_AutoLayoutStrategy.h

```
graph BT; A[Source/CrimsonSkillTreeEditor /Layout/CrimsonSkillTree _AutoLayoutStrategy.h] <-- B[Source/CrimsonSkillTreeEditor /Layout/CrimsonSkillTree _ForceDirectedLayoutStrategy.h]; A <-- C[Source/CrimsonSkillTreeEditor /Layout/CrimsonSkillTree _TreeLayoutStrategy.h];
```

The diagram illustrates inheritance relationships between three header files. At the top is a gray box representing the base class: `Source/CrimsonSkillTreeEditor /Layout/CrimsonSkillTree _AutoLayoutStrategy.h`. Below it are two white boxes representing derived classes. A blue arrow points from the left box to the top box, and another blue arrow points from the right box to the top box, indicating that both derived classes inherit from the base class.

Source/CrimsonSkillTreeEditor
/Layout/CrimsonSkillTree
_ForceDirectedLayoutStrategy.h

Source/CrimsonSkillTreeEditor
/Layout/CrimsonSkillTree
_TreeLayoutStrategy.h