

orb_slam2/Thirdparty
/DBoW2/DBoW2/BowVector.h

```
graph TD; A["orb_slam2/Thirdparty  
/DBoW2/DBoW2/BowVector.h"] --> B[iostream]; A --> C[map]; A --> D[vector];
```

The diagram illustrates the inclusion of standard C++ library headers in a source file. A central box at the top represents the file `orb_slam2/Thirdparty/DBoW2/DBoW2/BowVector.h`. Three arrows point downwards from this box to three separate boxes below it, labeled `iostream`, `map`, and `vector`, indicating that these headers are included in the file.

`iostream`

`map`

`vector`