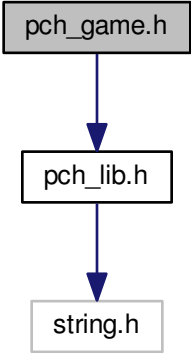


pch_game.h



```
graph TD; A[pch_game.h] --> B[pch_lib.h]; B --> C[string.h];
```

pch_lib.h

string.h