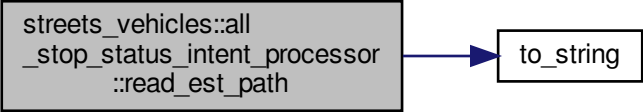


```
streets_vehicles::all  
_stop_status_intent_processor  
::read_est_path
```



A diagram showing a call to the `to_string` method. On the left, a gray rectangular box contains the code `streets_vehicles::all`, `_stop_status_intent_processor`, and `::read_est_path` stacked vertically. A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text `to_string`.

`to_string`