

/home/runner/work/Raytracer
/Raytracer/src/Entities
/Transform/Vector2i.hpp

```
graph TD; A["/home/runner/work/Raytracer  
/Raytracer/src/Entities  
/Transform/Vector2i.hpp"] --> B[ostream]; A --> C[IConfig.hpp]; C --> D[memory]; C --> E[ISetting.hpp]; E --> D; E --> F[libconfig.h++];
```

A dependency graph diagram showing the relationships between source files in a Raytracer project. The root node is a gray box containing the file path: /home/runner/work/Raytracer /Raytracer/src/Entities /Transform/Vector2i.hpp. Two arrows point from this root to two white boxes: ostream and IConfig.hpp. From IConfig.hpp, two arrows point to memory and ISetting.hpp. From ISetting.hpp, two arrows point to memory and libconfig.h++.

ostream

IConfig.hpp

ISetting.hpp

memory

libconfig.h++