

src/Big\_Boy/MaterialAttribute.h

```
graph TD; A[src/Big_Boy/MaterialAttribute.h] --> B[string]; A --> C[memory];
```

A diagram illustrating dependencies. At the top is a gray rectangular box with a black border containing the text 'src/Big\_Boy/MaterialAttribute.h'. Two blue arrows originate from the bottom center of this box. The left arrow points diagonally down and to the left to a white rectangular box with a gray border containing the text 'string'. The right arrow points diagonally down and to the right to another white rectangular box with a gray border containing the text 'memory'.

string

memory