

Catch::StringMaker
< double >::convert

Catch::StringMaker
< float >::convert

Catch::fpToString

```
graph LR; A["Catch::StringMaker< double >::convert"] --> D["Catch::fpToString"]; B["Catch::StringMaker< float >::convert"] --> D;
```

The diagram illustrates two function pointers on the left, each enclosed in a white box with a black border. The top box contains the text 'Catch::StringMaker' followed by '< double >::convert' on the next line. The bottom box contains 'Catch::StringMaker' followed by '< float >::convert' on the next line. Two blue arrows originate from the right side of these boxes. The top arrow points to the top-left corner of a gray rectangular box on the right. The bottom arrow points to the top-left corner of the same gray box, just below the first arrow. The gray box contains the text 'Catch::fpToString'.