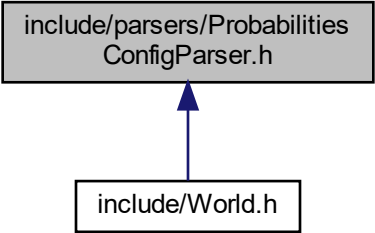


include/parsers/Probabilities  
ConfigParser.h



```
graph BT; A[include/World.h] --> B[include/parsers/Probabilities ConfigParser.h]
```

include/World.h