

client/controller/client  
\_KeyMap.h

```
graph TD; A[client/controller/client_KeyMap.h] --> B[string]; A --> C[sstream];
```

A diagram showing a header file `client/controller/client_KeyMap.h` at the top, enclosed in a gray box. Two blue arrows point downwards from the bottom of this box to two separate white boxes below. The left box contains the text `string` and the right box contains the text `sstream`. This indicates that the header file depends on or includes these two standard library components.

string

sstream