

/home/richie/VEX/Sim
/RobotBuilder/Builder
/vendor/imgui/misc/fonts
/binary_to_compressed_c.cpp

```
graph TD; A["/home/richie/VEX/Sim  
/RobotBuilder/Builder  
/vendor/imgui/misc/fonts  
/binary_to_compressed_c.cpp"] --> B["stdio.h"]; A --> C["string.h"]; A --> D["stdlib.h"]; A --> E["assert.h"];
```

The diagram illustrates a dependency structure. A central box at the top lists four file paths. Four blue arrows originate from the bottom of this box and point to four separate boxes below it, each containing a standard C header file name.

stdio.h

string.h

stdlib.h

assert.h