

BitmapHeader::getHeader

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graph LR; A[BitmapHeader::getHeader] --> B[ErrorHandler::printError StdEx]; A --> C[ErrorHandler::printError];
```

The diagram illustrates a branching execution path. A single box on the left, labeled 'BitmapHeader::getHeader', has two arrows pointing to two separate boxes on the right. The top box is labeled 'ErrorHandler::printError StdEx' and the bottom box is labeled 'ErrorHandler::printError'. This suggests that the 'getHeader' function can trigger different error handling routines depending on the context or state.

ErrorHandler::printError  
StdEx

ErrorHandler::printError