

BitmapHeader::getHeader

```
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. Both boxes on the right are labeled 'ErrorHandler::printError'. The top box also includes 'StdEx' below the main label, while the bottom box does not.

ErrorHandler::printError
StdEx

ErrorHandler::printError