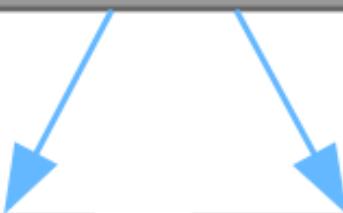


```
frontend/node_modules  
/@parcel/watcher/src  
/windows/win_utils.hh
```



string

windows.h