

MVCDecoder/Codec/PBFrame/PSlice.h

```
graph TD; A[MVCDecoder/Codec/PBFrame/PSlice.h] --> B[MVCDecoder/spu/decodeframe_b/decodeframe_b.cpp]; A --> C[MVCDecoder/spu/decodeframe_p/decodeframe_p.cpp]; B --> B; C --> C;
```

The diagram illustrates a dependency structure. At the top is a grey rectangular box containing the header file path `MVCDecoder/Codec/PBFrame/PSlice.h`. Below it are two white rectangular boxes. The left box contains `MVCDecoder/spu/decodeframe_b/decodeframe_b.cpp` and the right box contains `MVCDecoder/spu/decodeframe_p/decodeframe_p.cpp`. A blue arrow points from the left box to the header box, and another blue arrow points from the right box to the header box. Each of the two bottom boxes also has a blue curved arrow pointing back to itself, indicating a self-dependency.

MVCDecoder/spu/decodeframe_b/decodeframe_b.cpp

MVCDecoder/spu/decodeframe_p/decodeframe_p.cpp