

MVCDecoder/Codec/IFrame/ISlice.h

```
graph TD; PSlice["MVCDecoder/Codec/PBFrame/PSlice.cpp"] --> ISlice["MVCDecoder/Codec/IFrame/ISlice.h"]; decodeframe_i["MVCDecoder/spu/decodeframe_i/decodeframe_i.cpp"] --> ISlice; PSlice --> PSlice; decodeframe_i --> decodeframe_i;
```

The diagram illustrates the dependencies between three source files. At the top is a grey box labeled 'MVCDecoder/Codec/IFrame/ISlice.h'. Below it are two white boxes: 'MVCDecoder/Codec/PBFrame/PSlice.cpp' on the left and 'MVCDecoder/spu/decodeframe\_i/decodeframe\_i.cpp' on the right. Blue arrows point from both white boxes up to the grey box. Each white box also has a blue curved arrow pointing back to itself, indicating a self-dependency.

MVCDecoder/Codec/PBFrame/PSlice.cpp

MVCDecoder/spu/decodeframe\_i/decodeframe\_i.cpp