

Preprocessor.cpp

```
graph TD; A[Preprocessor.cpp] --> B[Preprocessor.h]; A --> C[Clip.h]; A --> D[cmath]; A --> E[vector]; C --> F[Pixel.h]; C --> G[Magick++.h];
```

Preprocessor.h

Clip.h

cmath

vector

Pixel.h

Magick++.h