

Preprocessor.cpp

```
graph TD; PreprocessorCpp[Preprocessor.cpp] --> PreprocessorHpp[Preprocessor.hpp]; PreprocessorCpp --> ClipHpp[Clip.hpp]; PreprocessorCpp --> boostTimerHpp[boost/timer.hpp]; PreprocessorCpp --> cmath[cmath]; ClipHpp --> vector[vector]; ClipHpp --> NessieExceptionHpp[NessieException.hpp]; style PreprocessorCpp fill:#d3d3d3; style NessieExceptionHpp stroke:#ff0000;
```

Preprocessor.hpp

Clip.hpp

boost/timer.hpp

cmath

vector

NessieException.hpp