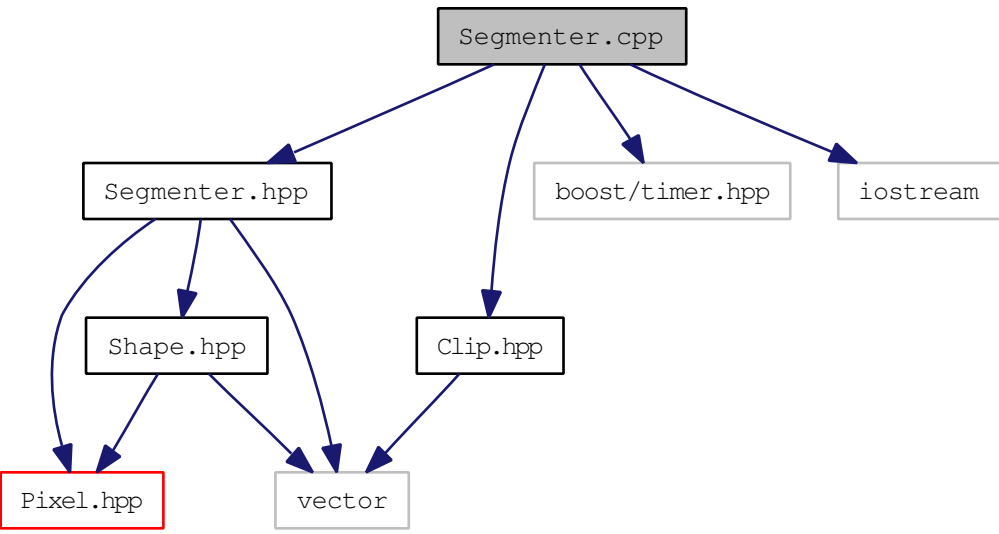


Segmenter.cpp



```
graph TD; Segmenter.cpp --> Segmenter.hpp; Segmenter.cpp --> boost_timer_hpp[boost/timer.hpp]; Segmenter.cpp --> iostream; Segmenter.cpp --> Clip_hpp[Clip.hpp]; Segmenter.hpp --> Pixel_hpp[Pixel.hpp]; Segmenter.hpp --> Shape_hpp[Shape.hpp]; Segmenter.hpp --> vector; Shape_hpp --> Pixel_hpp; Shape_hpp --> vector; Clip_hpp --> vector; Pixel_hpp --> vector; style Segmenter.cpp fill:#cccccc; style Segmenter.hpp fill:#ffffff; style boost_timer_hpp fill:#ffffff; style iostream fill:#ffffff; style Clip_hpp fill:#ffffff; style Shape_hpp fill:#ffffff; style Pixel_hpp fill:#ffffff,stroke:#ff0000,stroke-width:2px; style vector fill:#ffffff;
```

A dependency graph showing the relationships between various C++ files. The root node is Segmenter.cpp (shaded gray). It has four outgoing arrows to Segmenter.hpp, boost/timer.hpp, iostream, and Clip.hpp. Segmenter.hpp has three outgoing arrows to Pixel.hpp, Shape.hpp, and vector. Shape.hpp has two outgoing arrows to Pixel.hpp and vector. Clip.hpp has one outgoing arrow to vector. Pixel.hpp is highlighted with a red border. The vector node is at the bottom center.

Segmenter.hpp

boost/timer.hpp

iostream

Shape.hpp

Clip.hpp

Pixel.hpp

vector