

Preprocessor.cpp

```
graph TD; Preprocessor.cpp --> Preprocessor.hpp; Preprocessor.cpp --> Clip.hpp; Preprocessor.cpp --> boost_timer_hpp[boost/timer.hpp]; Preprocessor.cpp --> cmath; Clip.hpp --> vector; Clip.hpp --> NessieException_hpp[NessieException.hpp]; style Preprocessor.cpp fill:#d3d3d3; style NessieException_hpp stroke:#ff0000;
```

Preprocessor.hpp

Clip.hpp

boost/timer.hpp

cmath

vector

NessieException.hpp