

/home/peer23peer/programmingspace  
/VSA/VisionSoilAnalyzer/src  
/SoilMath/SoilMathTypes.h

```
graph TD; A["/home/peer23peer/programmingspace  
/VSA/VisionSoilAnalyzer/src  
/SoilMath/SoilMathTypes.h"] --> B[stdint.h]; A --> C[bitset]; A --> D[vector]; A --> E[complex]; A --> F[valarray]; A --> G[array];
```

The diagram illustrates a directory structure where a header file, `SoilMathTypes.h`, is located within the `src` directory of the `VisionSoilAnalyzer` project in the `programmingspace` directory of the user `peer23peer`. This header file is used to define or include six different data types: `stdint.h`, `bitset`, `vector`, `complex`, `valarray`, and `array`. Arrows point from the header file box to each of these data type boxes.

stdint.h

bitset

vector

complex

valarray

array