

compiler/SymbolTable.h

```
graph TD; A[compiler/SymbolTable.h] --> B[unordered_map]; A --> C[string]; A --> D[iostream];
```

A diagram showing a central box labeled 'compiler/SymbolTable.h' with three arrows pointing downwards to three separate boxes labeled 'unordered_map', 'string', and 'iostream'.

unordered_map

string

iostream