

include/monte_carlo
/factories/tree_factory
_interface.h

```
graph TD; A["include/monte_carlo/factories/tree_factory_interface.h"] --> B["memory"]; A --> C["string"];
```

A diagram illustrating a C++ header file's dependencies. At the top, a dark gray box contains the text 'include/monte_carlo/factories/tree_factory_interface.h'. Two blue arrows point downwards from the bottom edge of this box to two separate light gray boxes below. The left arrow points to a box labeled 'memory', and the right arrow points to a box labeled 'string'.

memory

string