

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 it. The left box is labeled 'memory' and the right box is labeled 'string', indicating that the header file includes these two components.

memory

string