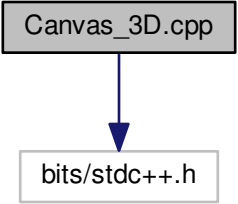


Canvas\_3D.cpp



```
graph TD; A[Canvas_3D.cpp] --> B[bits/stdc++.h]
```

bits/stdc++.h