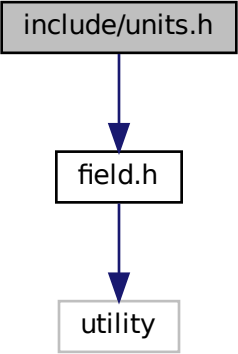


include/units.h



```
graph TD; A[include/units.h] --> B[field.h]; B --> C[utility]
```

field.h

utility