

include/gui/camerahw.h

```
graph TD; A[include/gui/camerahw.h] --> B[string]; A --> C[vector];
```

A diagram illustrating a C++ header file's dependencies. At the top, a gray rectangular box with a black border contains the text `include/gui/camerahw.h`. Two dark blue arrows originate from the bottom center of this box. The left arrow points diagonally down and to the left, ending at a white rectangular box with a gray border containing the text `string`. The right arrow points diagonally down and to the right, ending at a white rectangular box with a gray border containing the text `vector`.

string

vector