

smacc/include/smacc  
/introspection/string  
\_type\_walker.h



```
graph TD; A["smacc/include/smacc /introspection/string _type_walker.h"] --> B["string"]; A --> C["memory"]; A --> D["vector"]; A --> E["typeinfo"]; A --> F["map"];
```

string

memory

vector

typeinfo

map