

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