

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/include/sm
_dance_bot_warehouse_3/superstates
/ss_s_pattern_2.hpp



```
graph BT; A["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/src/sm_dance_bot_warehouse_3.cpp"] --> B["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3.hpp"]; B --> C["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/superstates/ss_s_pattern_2.hpp"];
```

The diagram illustrates a three-step compilation process. At the bottom, a box contains the source file path: `smacc2_sm_reference_library/sm_dance_bot_warehouse_3/src/sm_dance_bot_warehouse_3.cpp`. A blue arrow points upwards to a middle box, which contains the header file path: `smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3.hpp`. Another blue arrow points upwards from the middle box to a top box, which contains the final header file path: `smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/superstates/ss_s_pattern_2.hpp`. The top box has a light gray background, while the middle and bottom boxes have white backgrounds.

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/include/sm
_dance_bot_warehouse_3/sm
_dance_bot_warehouse_3.hpp

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/src/sm_dance
_bot_warehouse_3/sm_dance
_bot_warehouse_3.cpp