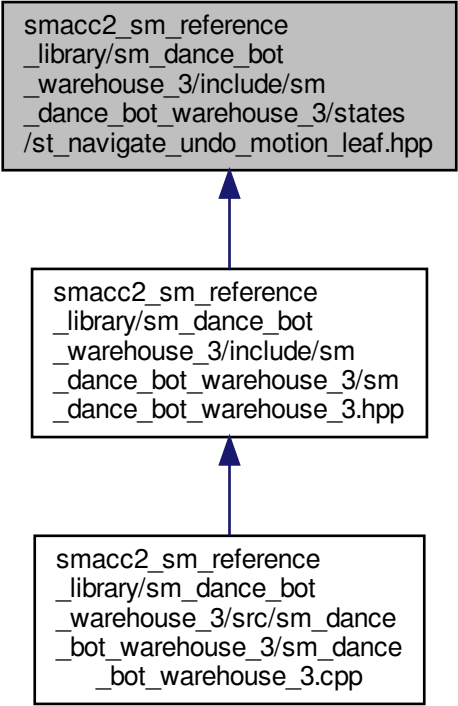


smacc2\_sm\_reference  
\_library/sm\_dance\_bot  
\_warehouse\_3/include/sm  
\_dance\_bot\_warehouse\_3/states  
/st\_navigate\_undo\_motion\_leaf.hpp



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

The diagram illustrates the compilation process of a C++ source file into a header file. It consists of three rectangular boxes arranged vertically, connected by upward-pointing blue arrows. The bottom box contains the source file path, the middle box contains the generated header file path, and the top box contains the final header file path. The top box has a gray background, while the others are white.

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