

smacc2_sm_reference
_library/sm_dance_bot
_warehouse_3/include/sm
_dance_bot_warehouse_3/modestates
/ms_dance_bot_run_mode.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/sm_dance_bot_warehouse_3.hpp"]; B --> C["smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/modestates/ms_dance_bot_run_mode.hpp"];
```

The diagram illustrates a three-step compilation process. At the bottom, a source file (smacc2_sm_reference_library/sm_dance_bot_warehouse_3/src/sm_dance_bot_warehouse_3.cpp) is compiled into a header file (smacc2_sm_reference_library/sm_dance_bot_warehouse_3/sm_dance_bot_warehouse_3.hpp). This header file is then included into a final header file (smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/modestates/ms_dance_bot_run_mode.hpp).

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