

smacc2/include/smacc2  
/introspection/smacc  
\_type\_info.hpp

```
graph TD; A["smacc2/include/smacc2<br/>/introspection/smacc<br/>_type_info.hpp"] --> B[map]; A --> C[memory]; A --> D[string]; A --> E[typeinfo]; A --> F[vector];
```

The diagram illustrates a header file, `smacc2/include/smacc2/introspection/smacc_type_info.hpp`, which serves as a central point for defining or managing several data types. Five arrows originate from the bottom of the header file box and point to five separate boxes below it, each representing a data type: `map`, `memory`, `string`, `typeinfo`, and `vector`. This suggests that the header file is responsible for the introspection or management of these specific types within the smacc2 framework.

map

memory

string

typeinfo

vector