

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/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/modestates/ms_dance_bot_run_mode.hpp"];
```

The diagram illustrates the compilation process of a C++ project. It consists of three rectangular boxes arranged vertically, connected by blue arrows pointing upwards. The bottom box contains the source file path: `smacc2_sm_reference_library/sm_dance_bot_warehouse_3/src/sm_dance_bot_warehouse_3.cpp`. An arrow points from this box to the middle box, which contains the header file path: `smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/sm_dance_bot_warehouse_3.hpp`. Another arrow points from the middle box to the top box, which contains the header file path: `smacc2_sm_reference_library/sm_dance_bot_warehouse_3/include/sm_dance_bot_warehouse_3/modestates/ms_dance_bot_run_mode.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