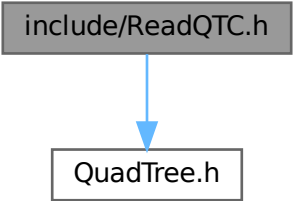


include/ReadQTC.h



```
graph TD; A[include/ReadQTC.h] --> B[QuadTree.h]
```

QuadTree.h