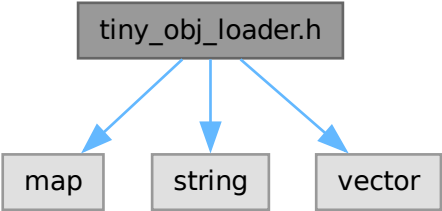


tiny\_obj\_loader.h



```
graph TD; A[\"tiny_obj_loader.h\"] --> B[\"map\"]; A --> C[\"string\"]; A --> D[\"vector\"]; style A fill:#808080,color:#fff; style B fill:#d3d3d3; style C fill:#d3d3d3; style D fill:#d3d3d3;
```

The diagram illustrates the dependencies of the `tiny_obj_loader.h` header file. It is represented as a root node in a dark gray box at the top. Three blue arrows point downwards from this root to three child nodes: `map`, `string`, and `vector`, which are each in a light gray box. This indicates that `tiny_obj_loader.h` includes or depends on these three standard C++ containers.

map

string

vector