

Aiur/include/BWAPI/PlayerType.h

```
graph TD; A[Aiur/include/BWAPI/PlayerType.h] --> B[string]; A --> C[set];
```

The diagram illustrates the dependencies of the header file `Aiur/include/BWAPI/PlayerType.h`. It is shown as a gray rectangular box at the top. Two blue arrows originate from the bottom center of this box and point downwards to two separate white rectangular boxes. The left box contains the text `string` and the right box contains the text `set`, representing the standard C++ headers included by `PlayerType.h`.

string

set