

Aiur/include/BWAPI/WeaponType.h

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

The diagram illustrates the dependencies of the header file `Aiur/include/BWAPI/WeaponType.h`. Two blue arrows originate from the bottom of the header file box and point to two separate boxes below it, labeled `string` and `set`, indicating that the header file includes these standard C++ libraries.

string

set