

includeNova/BWAPI/GameType.h

```
graph TD; A[includeNova/BWAPI/GameType.h] --> B[string]; A --> C[set];
```

A diagram illustrating a C++ header file's dependencies. At the top, a gray rectangular box contains the text 'includeNova/BWAPI/GameType.h'. 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'. This visualizes that the 'GameType.h' header file includes the 'string' and 'set' standard library headers.

string

set