

includeNova/BWAPI/PlayerType.h

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

The diagram illustrates a header file dependency. A central gray box at the top contains the text 'includeNova/BWAPI/PlayerType.h'. Two blue arrows originate from the bottom center of this box and point downwards to two separate white boxes. The left white box contains the text 'string' and the right white box contains the text 'set'. This indicates that the header file 'includeNova/BWAPI/PlayerType.h' includes the 'string' and 'set' headers.

string

set