

Skynet/include/BWAPI/WeaponType.h

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

A diagram illustrating the structure of the `Skynet/include/BWAPI/WeaponType.h` header file. The header file is represented by 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`, indicating that these two types are defined or used within the `WeaponType.h` header.

`string`

`set`