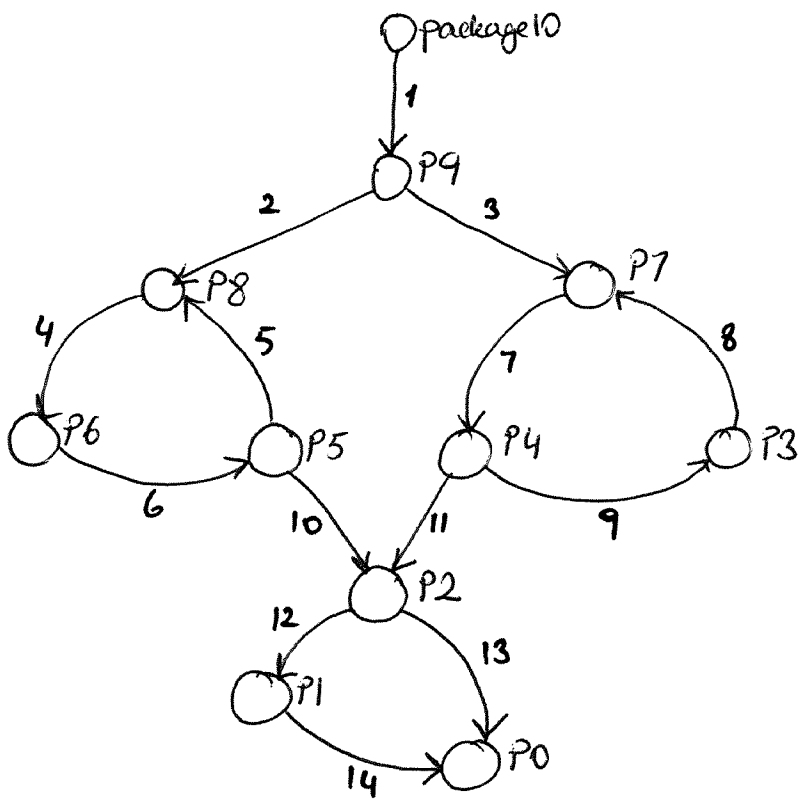
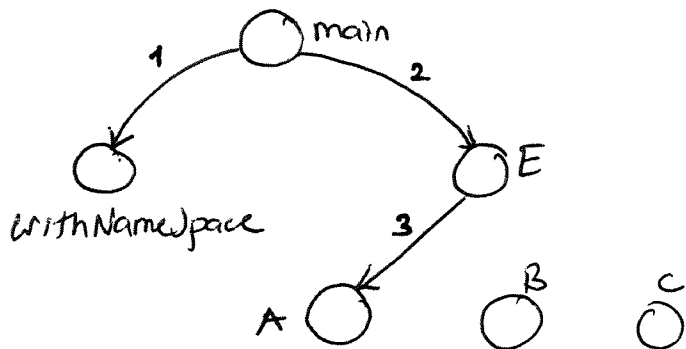




- 1-) P10 calls global fun in P9
- 2-) P9 inherits from P8
- 3-) P9 uses global var in P7
P9 calls global fun in P7
- 4-) P8 uses a type in P6 as a return type
- 5-) P5 creates an obj. of type in P8
- 6-) P6 uses a type in P5 as parameter
- 7-) P7 → P4 return type
- 8-) P3 → P7 global fun call
- 9-) P4 → P3 parameter type
- 10-) P5 → P2 global fun call
- 11-) P4 → P2 creates instance of type
- 12-) P2 → P1 instance of struct
- 13-) P2 → P0 uses enum
- 14-) P1 → P0 uses typedef



- 1-> main → WithNamespace
creates an object defined in Namespace
(Same typename exists in A as well)
- 2-> global function call
main → E
- 3-> creates instance of type defined in A

(Namespace & Include Resolution)