

layers/pooling2d_layer.h

```
graph BT; app_context_cpp[app_context.cpp] --> pooling2d_layer_h[layers/pooling2d_layer.h]; pooling2d_layer_cpp[layers/pooling2d_layer.cpp] --> pooling2d_layer_h;
```

The diagram illustrates the dependencies of the header file `layers/pooling2d_layer.h`. It is shown as a central box at the top, with two arrows pointing towards it from below. The arrow from the left points to the file `app_context.cpp`, and the arrow from the right points to the file `layers/pooling2d_layer.cpp`. This indicates that both `app_context.cpp` and `layers/pooling2d_layer.cpp` depend on the header file `layers/pooling2d_layer.h`.

app_context.cpp

layers/pooling2d_layer.cpp