

PropertyInterface.hpp

```
graph LR; PI[PropertyInterface.hpp] --> AV[AssocVector.h]; PI --> PS[PropertySlot.hpp]; PI --> PSP[PropertySlotProxy.hpp]; PI --> LEC[libecs.hpp]; PSP --> PS; PSP --> LEC; PS --> LEC;
```

AssocVector.h

PropertySlot.hpp

PropertySlotProxy.hpp

libecs.hpp