

Sankore-3.1/src/domain
/UBGraphicsTextItemUndoCommand.h

```
graph BT; A[Sankore-3.1/src/domain /UBGraphicsScene.cpp] --> C[Sankore-3.1/src/domain /UBGraphicsTextItemUndoCommand.h]; B[Sankore-3.1/src/domain /UBGraphicsTextItemUndoCommand.cpp] --> C;
```

The diagram illustrates a file dependency structure. At the top is a gray box representing the header file 'Sankore-3.1/src/domain /UBGraphicsTextItemUndoCommand.h'. Below it are two white boxes representing source files. A blue arrow points from the left source file, 'Sankore-3.1/src/domain /UBGraphicsScene.cpp', to the header file. Another blue arrow points from the right source file, 'Sankore-3.1/src/domain /UBGraphicsTextItemUndoCommand.cpp', to the same header file.

Sankore-3.1/src/domain
/UBGraphicsScene.cpp

Sankore-3.1/src/domain
/UBGraphicsTextItemUndoCommand.cpp