

Screen.h



```
graph TD; A[Screen.h] --> B[SFML/Graphics.hpp]
```

A diagram illustrating a dependency. A gray rectangular box at the top contains the text "Screen.h". A thick blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box below it. The white box contains the text "SFML/Graphics.hpp".

SFML/Graphics.hpp