

Engine/include/Sprite.h

```
graph TD; A[Engine/include/Sprite.h] --> B[string]; A --> C[memory];
```

A diagram illustrating a header file dependency. At the top, a gray rectangular box with a black border contains the text "Engine/include/Sprite.h". Two blue arrows originate from the bottom center of this box and point downwards to two separate white rectangular boxes with gray borders. The left box contains the text "string" and the right box contains the text "memory".

string

memory