

E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/GameObject
/SpellObject/Water/WaterSpellObjects.h

```
graph BT; A["E:/Project-Pentagram  
/Project-Pentagram/Game  
/BattleScene/GameObject  
/SpellObject/Water/WaterSpellObjects.cpp"] --> C["E:/Project-Pentagram  
/Project-Pentagram/Game  
/BattleScene/GameObject  
/SpellObject/Water/WaterSpellObjects.h"]; B["E:/Project-Pentagram  
/Project-Pentagram/Game  
/BattleScene/SpellDispathter.cpp"] --> C;
```

The diagram illustrates the relationship between three source files in a project. At the top is a header file, 'WaterSpellObjects.h', located at 'E:/Project-Pentagram/Project-Pentagram/Game/BattleScene/GameObject/SpellObject/Water/'. Below it are two source files. The file on the left, 'WaterSpellObjects.cpp', is located at 'E:/Project-Pentagram/Project-Pentagram/Game/BattleScene/GameObject/SpellObject/Water/' and has a blue arrow pointing to the header file. The file on the right, 'SpellDispathter.cpp', is located at 'E:/Project-Pentagram/Project-Pentagram/Game/BattleScene/' and also has a blue arrow pointing to the header file.

E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/GameObject
/SpellObject/Water/WaterSpellObjects.cpp

E:/Project-Pentagram
/Project-Pentagram/Game
/BattleScene/SpellDispathter.cpp