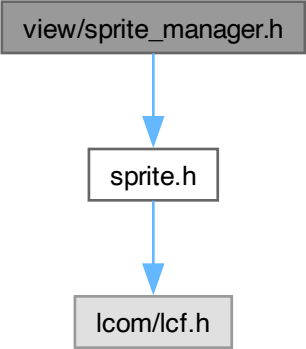


view/sprite\_manager.h



```
graph TD; A[view/sprite_manager.h] --> B[sprite.h]; B --> C[lcom/lcf.h];
```

sprite.h

lcom/lcf.h