

D:/ClionProjects/TicTac  
ToeOverLan/src/server  
/ServerUtils.h

```
graph BT; A["D:/ClionProjects/TicTacToeOverLan/src/server/InternalGameServer.cpp"] --> C["D:/ClionProjects/TicTacToeOverLan/src/server/ServerUtils.h"]; B["D:/ClionProjects/TicTacToeOverLan/src/server/ServerUtils.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing the header file `ServerUtils.h`. Below it are two white boxes representing source files: `InternalGameServer.cpp` on the left and `ServerUtils.cpp` on the right. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

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/InternalGameServer.cpp

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/ServerUtils.cpp