

D:/.ClionProjects/TicTac  
ToeOverLan/src/client  
/ui/BoardRenderer.h

```
graph BT; A["D:/.ClionProjects/TicTacToeOverLan/src/client/GameClient.cpp"] --> C["D:/.ClionProjects/TicTacToeOverLan/src/client/ui/BoardRenderer.h"]; B["D:/.ClionProjects/TicTacToeOverLan/src/client/ui/BoardRenderer.cpp"] --> C;
```

This diagram illustrates the relationship between three source files in a project. At the top is a header file, `BoardRenderer.h`, which is included by two other files below it: `GameClient.cpp` and `BoardRenderer.cpp`. The files are represented in boxes, with the header file box shaded gray and the source file boxes white. Blue arrows point from the source files to the header file.

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ToeOverLan/src/client  
/GameClient.cpp

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ToeOverLan/src/client  
/ui/BoardRenderer.cpp