

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

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

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: `D:/ClionProjects/TicTacToeOverLan/src/client/ui/TextFieldWidget.h`. Below it are two white boxes representing source files. The left box is `D:/ClionProjects/TicTacToeOverLan/src/client/GameClient.cpp` and the right box is `D:/ClionProjects/TicTacToeOverLan/src/client/ui/TextFieldWidget.cpp`. Two blue arrows point from the bottom of each source file box up to the header file box, indicating that both source files include the header file.

D:/ClionProjects/TicTac
ToeOverLan/src/client
/GameClient.cpp

D:/ClionProjects/TicTac
ToeOverLan/src/client
/ui/TextFieldWidget.cpp