

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 a header file: `D:/ClionProjects/TicTacToeOverLan/src/server/ServerUtils.h`. Below it are two white boxes representing source files. The left box is `D:/ClionProjects/TicTacToeOverLan/src/server/InternalGameServer.cpp` and the right box is `D:/ClionProjects/TicTacToeOverLan/src/server/ServerUtils.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/server  
/InternalGameServer.cpp

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