

D:/.ClionProjects/TicTac  
ToeOverLan/src/common  
/Utils.h

```
graph TD; A["D:/.ClionProjects/TicTacToeOverLan/src/common/Utils.h"] --> B["GameDefinitions.h"]; A --> C["string"]; B --> D["cstdint"]; B --> E["vector"];
```

GameDefinitions.h

string

cstdint

vector