

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

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

The diagram illustrates the relationship between three source files in a C++ project. At the top is a header file, `WinValidator.h`, located at `D:/ClionProjects/TicTacToeOverLan/src/server/`. Below it are two source files: `InternalGameServer.cpp` on the left and `WinValidator.cpp` on the right, both also located at `D:/ClionProjects/TicTacToeOverLan/src/server/`. Blue arrows point from each source file to the header file, indicating that both source files include the header file.

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

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