

include/utility/pointer
_wrappers.h

```
graph TD; A[include/utility/pointer_wrappers.h] --> B[SDL2/SDL.h]; A --> C[memory];
```

A diagram showing a header file 'include/utility/pointer_wrappers.h' at the top. Two blue arrows point downwards from this header to two separate boxes below it: 'SDL2/SDL.h' on the left and 'memory' on the right.

SDL2/SDL.h

memory