

Sbake_SFML/FormSFML.h



```
graph TD; A[Sbake_SFML/FormSFML.h] --> B[SFML/Graphics.hpp]; A --> C[string];
```

The diagram illustrates the dependencies of the header file `Sbake_SFML/FormSFML.h`. It is represented as a box at the top with two arrows pointing downwards to two other boxes: `SFML/Graphics.hpp` on the left and `string` on the right.

SFML/Graphics.hpp

string