

Snake\_SFML/FormSFML.h

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

A diagram illustrating the dependencies of the file Snake\_SFML/FormSFML.h. The file is shown in a grey box at the top. Two blue arrows point downwards from its bottom edge to two white boxes below. The left box contains the text SFML/Graphics.hpp and the right box contains the text string.

SFML/Graphics.hpp

string