

Snake_SFML/food.h

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

The diagram illustrates the dependencies of the file Snake_SFML/food.h. It is represented by a grey rectangular box at the top. Two blue arrows originate from the bottom of this box: one points diagonally down and to the right to a white box labeled field.h, and the other points diagonally down and to the left to a white box labeled SFML/Graphics.hpp. A third blue arrow points from the field.h box diagonally down and to the left to the SFML/Graphics.hpp box. All boxes have black borders, and the arrows are solid blue lines with triangular heads.

field.h

SFML/Graphics.hpp