

C:/Users/Dhiren/source
/repos/DhirenTheHeadlights
/Project-1/AimTrainer/Header
/PlayerInputBox_AT.h

```
graph TD; A["C:/Users/Dhiren/source<br>/repos/DhirenTheHeadlights<br>/Project-1/AimTrainer/Header<br>/PlayerInputBox_AT.h"] --> B["SFML/Graphics.hpp"]; A --> C["iostream"]
```

SFML/Graphics.hpp

iostream