

C:/Users/Dhiren/source
/repos/DhirenTheHeadlights
/Project-1/Platformer Game
/Header/Textures_Plat.h

```
graph TD; A["C:/Users/Dhiren/source /repos/DhirenTheHeadlights /Project-1/Platformer Game /Header/Textures_Plat.h"] --> B["SFML/Graphics.hpp"]; A --> C["vector"]; A --> D["stdlib.h"];
```

SFML/Graphics.hpp

vector

stdlib.h