

C:/Users/Dhiren/source  
/repos/DhirenTheHeadlights  
/Project-1/PirateGame/Header  
/GlobalSoundManager\_PG.h

```
graph TD; A["C:/Users/Dhiren/source<br/>/repos/DhirenTheHeadlights<br/>/Project-1/PirateGame/Header<br/>/GlobalSoundManager_PG.h"] --> B["SFML/Audio.hpp"]; A --> C["map"]; A --> D["string"]; A --> E["iostream"];
```

SFML/Audio.hpp

map

string

iostream