

/home/dzigen/inf1/CS
/task12/Tower_Defense
_Game/app/game_objects.h

```
graph TD; A["/home/dzigen/inf1/CS  
/task12/Tower_Defense  
_Game/app/game_objects.h"] --> B["SFML/Graphics.hpp"]; A --> C["string"]; A --> D["iostream"]; A --> E["vector"];
```

The diagram illustrates the preprocessor directives at the top of the file `game_objects.h`. A central box contains the file's path and name. Four arrows point from this box to four separate boxes below, each representing an included file: `SFML/Graphics.hpp`, `string`, `iostream`, and `vector`.

SFML/Graphics.hpp

string

iostream

vector