

Source/Warrior/Public
/Components/Combat/HeroCombat
Component.h

```
graph BT; A["Source/Warrior/Private  
/Characters/WarriorHeroCharacter.cpp"] --> C["Source/Warrior/Public  
/Components/Combat/HeroCombat  
Component.h"]; B["Source/Warrior/Private  
/Components/Combat/HeroCombat  
Component.cpp"] --> C;
```

The diagram illustrates the relationship between three source files. At the top is a header file, 'Source/Warrior/Public/Components/Combat/HeroCombatComponent.h', which is shaded gray. Below it are two source files: 'Source/Warrior/Private/Characters/WarriorHeroCharacter.cpp' on the left and 'Source/Warrior/Private/Components/Combat/HeroCombatComponent.cpp' on the right. Both source files have blue arrows pointing to the header file, indicating that they include it.

Source/Warrior/Private
/Characters/WarriorHeroCharacter.cpp

Source/Warrior/Private
/Components/Combat/HeroCombat
Component.cpp