

C:/Users/Lenovo/OneDrive
/Dokumenty/Visual Studio
2022/Projekty/Zaba_PJC/Game.h

```
graph BT; A["C:/Users/Lenovo/OneDrive /Dokumenty/Visual Studio 2022/Projekty/Zaba_PJC/Game.h"] <--> B["C:/Users/Lenovo/OneDrive /Dokumenty/Visual Studio 2022/Projekty/Zaba_PJC/Game.cpp"]; A <--> C["C:/Users/Lenovo/OneDrive /Dokumenty/Visual Studio 2022/Projekty/Zaba_PJC/main.cpp"];
```

The diagram illustrates a project structure where a header file, Game.h, is shared between two source files, Game.cpp and main.cpp. The header file is located at C:/Users/Lenovo/OneDrive /Dokumenty/Visual Studio 2022/Projekty/Zaba_PJC/Game.h. The source files are located at C:/Users/Lenovo/OneDrive /Dokumenty/Visual Studio 2022/Projekty/Zaba_PJC/Game.cpp and C:/Users/Lenovo/OneDrive /Dokumenty/Visual Studio 2022/Projekty/Zaba_PJC/main.cpp. Blue arrows point from the source files to the header file, indicating that both source files include the header file.

C:/Users/Lenovo/OneDrive
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2022/Projekty/Zaba_PJC/Game.cpp

C:/Users/Lenovo/OneDrive
/Dokumenty/Visual Studio
2022/Projekty/Zaba_PJC/main.cpp