

include/rectangle.h



```
graph TD; A[include/rectangle.h] --> B[math.h]; A --> C[SFML/Graphics.hpp];
```

A diagram illustrating file dependencies. At the top, a gray box labeled 'include/rectangle.h' has two blue arrows pointing downwards to two white boxes. The left box is labeled 'math.h' and the right box is labeled 'SFML/Graphics.hpp'.

math.h

SFML/Graphics.hpp