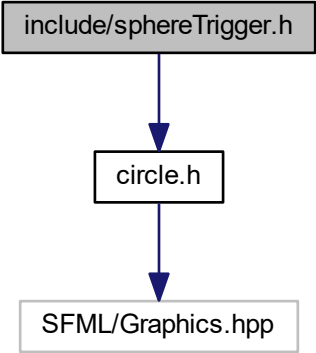


include/sphereTrigger.h



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

circle.h

SFML/Graphics.hpp