

Src/Engine/Audio/Sound.h

```
graph TD; A[Src/Engine/Audio/Sound.h] --> B[dsound.h]; A --> C[string];
```

A diagram showing a header file 'Src/Engine/Audio/Sound.h' at the top, with two blue arrows pointing down to 'dsound.h' and 'string' boxes below it.

dsound.h

string