

C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/event/EventEmitter.h

```
graph TD; A["C:/Users/Brandon/Desktop<br/>/Projects/SFML-2.5.0-Game<br/>-Development-Template/game<br/>-source-code/event/EventEmitter.h"] --> B[unordered_map]; A --> C[string]; A --> D[memory]; A --> E[vector]; A --> F[functional]; A --> G[EventEmitter.inl];
```

unordered_map

string

memory

vector

functional

EventEmitter.inl