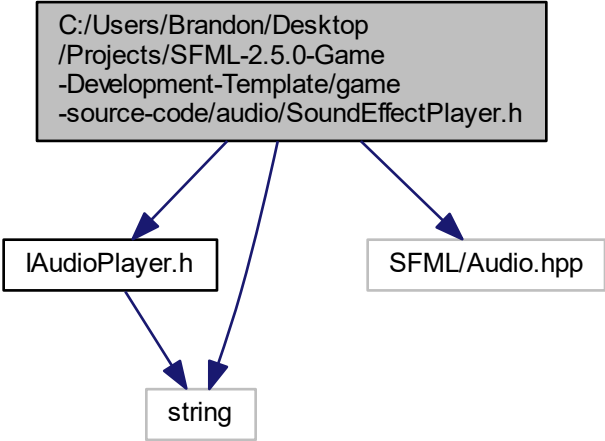


C:/Users/Brandon/Desktop
/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/audio/SoundEffectPlayer.h



```
graph TD; A["C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/audio/SoundEffectPlayer.h"] --> B["IAudioPlayer.h"]; A --> C["SFML/Audio.hpp"]; A --> D["string"]; B --> D;
```

The diagram illustrates the dependencies of the file SoundEffectPlayer.h. It is located at the path C:/Users/Brandon/Desktop/Projects/SFML-2.5.0-Game-Development-Template/game-source-code/audio/. The file depends on three other files: IAudioPlayer.h, SFML/Audio.hpp, and the standard library string. IAudioPlayer.h is shown with a black border, while the others have gray borders. Arrows indicate the direction of the dependencies from the main file to its prerequisites.

IAudioPlayer.h

SFML/Audio.hpp

string