

C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/input/Mouse.cpp

```
graph TD; A["C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/input/Mouse.cpp"] --> B["Mouse.h"]; A --> C["SFML/Graphics.hpp"];
```

Mouse.h

SFML/Graphics.hpp