

C:/Users/Brandon/Desktop  
/Projects/SFML-2.5.0-Game  
-Development-Template/game  
-source-code/gui/layout/DockPanel.h

```
graph BT; A["C:/Users/Brandon/Desktop<br/>/Projects/SFML-2.5.0-Game<br/>-Development-Template/game<br/>-source-code/gui/layout/DockPanel.h"] <--> B["C:/Users/Brandon/Desktop<br/>/Projects/SFML-2.5.0-Game<br/>-Development-Template/game<br/>-source-code/gui/layout/DockPanel.cpp"]; A <--> C["C:/Users/Brandon/Desktop<br/>/Projects/SFML-2.5.0-Game<br/>-Development-Template/game<br/>-source-code/gui/menu/MainMenu.cpp"];
```

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