

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



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

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/Projects/SFML-2.5.0-Game
-Development-Template/game
-source-code/gui/layout/StackPanel.cpp

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