

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



```
graph TD; A["C:/Users/Brandon/Desktop<br/>/Projects/SFML-2.5.0-Game<br/>-Development-Template/game<br/>-source-code/exceptions/Exceptions.h"] --> B[exception]; A --> C[string];
```

exception

string