

src/client/entity/Utils.cpp

```
graph TD; A[src/client/entity/Utils.cpp] --> B[Utils.hpp]; B --> C[SFML/Graphics.hpp]; B --> D[math.h];
```

The diagram illustrates a dependency structure. At the top is a grey box labeled 'src/client/entity/Utils.cpp'. A blue arrow points down from this box to a white box labeled 'Utils.hpp'. From the 'Utils.hpp' box, two blue arrows point downwards to two separate white boxes: 'SFML/Graphics.hpp' on the left and 'math.h' on the right.

Utils.hpp

SFML/Graphics.hpp

math.h