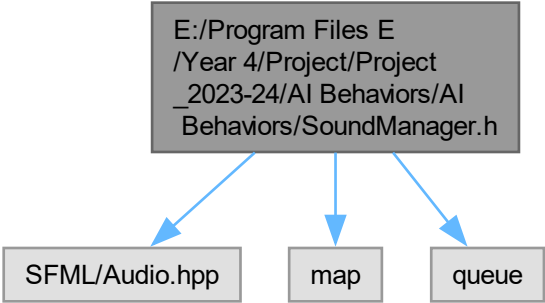


E:/Program Files E
/Year 4/Project/Project
_2023-24/AI Behaviors/AI
Behaviors/SoundManager.h



```
graph TD; A["E:/Program Files E  
/Year 4/Project/Project  
_2023-24/AI Behaviors/AI  
Behaviors/SoundManager.h"] --> B["SFML/Audio.hpp"]; A --> C["map"]; A --> D["queue"];
```

The diagram illustrates the dependencies of the file SoundManager.h. A central box at the top contains the full path to the file. Three blue arrows point downwards from this box to three separate boxes below it, each representing a dependency: SFML/Audio.hpp, map, and queue.

SFML/Audio.hpp

map

queue