

includes/gameCell.h



```
graph TD; A[includes/gameCell.h] --> B[SDL2/SDL_rect.h]; A --> C[SDL2/SDL_render.h];
```

The diagram illustrates a header file dependency. At the top, a box labeled 'includes/gameCell.h' has two arrows pointing downwards to two separate boxes. The left box is labeled 'SDL2/SDL_rect.h' and the right box is labeled 'SDL2/SDL_render.h'. This indicates that 'gameCell.h' includes both 'SDL2/SDL_rect.h' and 'SDL2/SDL_render.h'.

SDL2/SDL_rect.h

SDL2/SDL_render.h