

GameEngineDevelopment2
_Assignment1/FrameResource.h



```
graph TD; A["GameEngineDevelopment2  
_Assignment1/FrameResource.h"] --> B["../Common/d3dUtil.h"]; A --> C["../Common/MathHelper.h"]; A --> D["../Common/UploadBuffer.h"];
```

The diagram illustrates the dependencies of the `FrameResource.h` header file. It is a hierarchical structure where a central box at the top points to three boxes below it. The central box is shaded gray and contains the text `GameEngineDevelopment2_Assignment1/FrameResource.h`. Three dark blue arrows originate from the bottom of this box and point to three separate white boxes below. Each of these three boxes contains a file path: `../Common/d3dUtil.h`, `../Common/MathHelper.h`, and `../Common/UploadBuffer.h`. The boxes are arranged horizontally and are separated by equal gaps.

../Common/d3dUtil.h

../Common/MathHelper.h

../Common/UploadBuffer.h