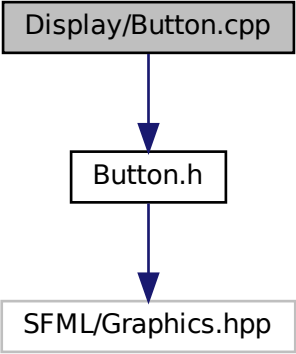


Display/Button.cpp



```
graph TD; A[Display/Button.cpp] --> B[Button.h]; B --> C[SFML/Graphics.hpp];
```

Button.h

SFML/Graphics.hpp