

Battle_Box/Private
/ActionClasses/CommandAction.h

```
graph BT; A["Battle_Box/Private /ActionClasses/CommandAction.cpp"] --> B["Battle_Box/Private /ActionClasses/CommandAction.h"]; C["Battle_Box/Private /StatSheetObject.cpp"] --> B;
```

The diagram illustrates a file dependency structure. At the top is a gray rectangular box representing a header file: Battle_Box/Private /ActionClasses/CommandAction.h. Below it are two white rectangular boxes representing source files. The box on the left is Battle_Box/Private /ActionClasses/CommandAction.cpp, and the box on the right is Battle_Box/Private /StatSheetObject.cpp. Two blue arrows point from the bottom of each source file box up to the bottom of the header file box, indicating that both source files include the header file.

Battle_Box/Private
/ActionClasses/CommandAction.cpp

Battle_Box/Private
/StatSheetObject.cpp