

/home/Theo/Téléchargements  
/sae/SAE\_JEU/MinGL2\_IUT\_AIX  
-master/include/mingl/gui/sprite.h



```
graph BT; A["/home/Theo/Téléchargements<br>/sae/SAE_JEU/MinGL2_IUT_AIX<br>-master/examples/06-Sprite<br>/main.cpp"] --> B["/home/Theo/Téléchargements<br>/sae/SAE_JEU/MinGL2_IUT_AIX<br>-master/include/mingl/gui/sprite.h"]; C["/home/Theo/Téléchargements<br>/sae/SAE_JEU/MinGL2_IUT_AIX<br>-master/src/gui/sprite.cpp"] --> B;
```

/home/Theo/Téléchargements  
/sae/SAE\_JEU/MinGL2\_IUT\_AIX  
-master/examples/06-Sprite  
/main.cpp

/home/Theo/Téléchargements  
/sae/SAE\_JEU/MinGL2\_IUT\_AIX  
-master/src/gui/sprite.cpp