

```
/home/Theo/Téléchargements  
/sae/MinGL2_IUT_AIX-master  
/include/mingl/audio/audioengine.h
```

```
graph TD; A["/home/Theo/Téléchargements  
/sae/MinGL2_IUT_AIX-master  
/include/mingl/audio/audioengine.h"] --> B[memory]; A --> C[list]; A --> D["SFML/Audio.hpp"];
```

memory

list

SFML/Audio.hpp