

D:/source/repos/EventInput  
Project/class/input/Keyboard.h

```
graph BT; A[D:/source/repos/EventInput/Project/class/input/InputEvent.cpp] --> B[D:/source/repos/EventInput/Project/class/input/Keyboard.h]; C[D:/source/repos/EventInput/Project/class/input/Keyboard.cpp] --> B;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: D:/source/repos/EventInput/Project/class/input/Keyboard.h. Below it are two white boxes representing source files. The left box is D:/source/repos/EventInput/Project/class/input/InputEvent.cpp and the right box is D:/source/repos/EventInput/Project/class/input/Keyboard.cpp. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

D:/source/repos/EventInput  
Project/class/input/InputEvent.cpp

D:/source/repos/EventInput  
Project/class/input/Keyboard.cpp