

src/inc/AudioEffectBiquad.h

```
graph BT; A[src/Inc/AudioEffectBiquad.h] --> B[src/AudioEffect/AudioEffectBiquad.cpp]; A --> C[src/AudioFxFrameworkExec/AudioFxFrameworkExec.cpp];
```

The diagram illustrates a header file inclusion structure. At the top, a gray box represents the header file 'src/inc/AudioEffectBiquad.h'. Below it, two white boxes represent source files: 'src/AudioEffect/AudioEffectBiquad.cpp' on the left and 'src/AudioFxFrameworkExec/AudioFxFrameworkExec.cpp' on the right. Blue arrows point from each source file box up to the header file box, indicating that both source files include this header.

src/AudioEffect/AudioEffect
Biquad.cpp

src/AudioFxFrameworkExec
/AudioFxFrameworkExec.cpp