

game/include/model
/BitBuckGenerator.h

```
graph TD; A["game/include/model  
/BitBuckGenerator.h"] --> B["QObject"]; A --> C["QTimer"];
```

The diagram illustrates a C++ header file, `game/include/model/BitBuckGenerator.h`, which includes two classes: `QObject` and `QTimer`. Two blue arrows point from the header file box to the class boxes, indicating the inclusion relationship.

QObject

QTimer