

game/include/service  
/MusicService.h

```
graph TD; A["game/include/service /MusicService.h"] --> B["QMediaPlayer"]; A --> C["QObject"];
```

The diagram illustrates a relationship between a header file and two classes. At the top, a box contains the text "game/include/service /MusicService.h". Two blue arrows originate from the bottom of this box and point downwards to two separate boxes below. The left box contains the text "QMediaPlayer" and the right box contains the text "QObject".

QMediaPlayer

QObject