

game/include/component
/StatsButton.h

```
graph TD; A["game/include/component /StatsButton.h"] --> B["QPushButton"]; A --> C["QIcon"];
```

The diagram illustrates a header file, `game/include/component/StatsButton.h`, which serves as a base for two classes: `QPushButton` and `QIcon`. Two blue arrows originate from the bottom of the top box and point to the top of the two bottom boxes, indicating that `StatsButton.h` defines or inherits from these two classes.

QPushButton

QIcon