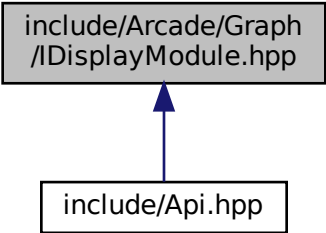


include/Arcade/Graph  
/IDisplayModule.hpp



```
graph BT; A[include/Api.hpp] --> B[include/Arcade/Graph/IDisplayModule.hpp]
```

include/Api.hpp