

NoCodeGameEditor/Clock.h

```
graph TD; A[NoCodeGameEditor/Clock.h] --> B[iostream]; A --> C[SFML/Graphics.hpp];
```

A diagram showing a dependency structure. At the top is a box labeled 'NoCodeGameEditor/Clock.h'. Two blue arrows point downwards from this box to two separate boxes below it. The left box is labeled 'iostream' and the right box is labeled 'SFML/Graphics.hpp'.

iostream

SFML/Graphics.hpp