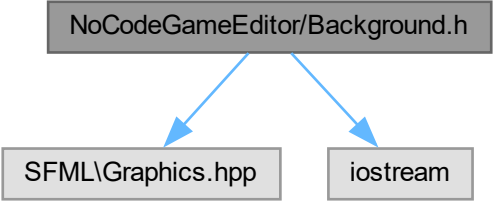


NoCodeGameEditor/Background.h



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

The diagram illustrates the dependencies of the file NoCodeGameEditor/Background.h. It is represented as a box at the top, with two blue arrows pointing downwards to two other boxes: SFML\Graphics.hpp on the left and iostream on the right.

SFML\Graphics.hpp

iostream