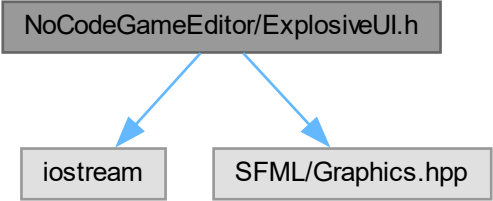


NoCodeGameEditor/ExplosiveUI.h



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

The diagram illustrates the dependencies of the file NoCodeGameEditor/ExplosiveUI.h. It is represented as a dark gray rectangular box at the top. Two blue arrows originate from the bottom edge of this box and point downwards to two separate light gray rectangular boxes. The left box contains the text 'iostream' and the right box contains the text 'SFML/Graphics.hpp'.

iostream

SFML/Graphics.hpp