

NoCodeGameEditor/Particle.h



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

The diagram illustrates a header file dependency. At the top, a dark gray box contains the text 'NoCodeGameEditor/Particle.h'. Two blue arrows originate from the bottom of this box and point downwards to two separate light gray boxes. The left box contains the text 'iostream' and the right box contains the text 'SFML/Graphics.hpp'.

iostream

SFML/Graphics.hpp