

/home/serdok/Projects
/Game/src/Dependencies
/SDL2/SDL_test_memory.h

```
graph TD; A["/home/serdok/Projects  
/Game/src/Dependencies  
/SDL2/SDL_test_memory.h"] --> B["begin_code.h"]; A --> C["close_code.h"];
```

begin_code.h

close_code.h