

include/HealthBar.h



```
graph TD; A[include/HealthBar.h] --> B[SFML\Graphics.hpp]; A --> C[SFML/Graphics.hpp];
```

The diagram illustrates a header file's dependencies. At the top, a box labeled 'include/HealthBar.h' has two arrows pointing downwards to two separate boxes. The left box is labeled 'SFML\Graphics.hpp' and the right box is labeled 'SFML/Graphics.hpp'. This represents the preprocessor directives #include <SFML\Graphics.hpp> and #include <SFML/Graphics.hpp> within the HealthBar.h file.

SFML\Graphics.hpp

SFML/Graphics.hpp