

VisibleSensor.h

```
graph TD; VisibleSensor.h --> Sensor.h; VisibleSensor.h --> Player.h;
```

The diagram illustrates a class hierarchy. At the top is a gray box labeled 'VisibleSensor.h'. Two blue arrows point downwards from this box to two separate white boxes below it. The left box is labeled 'Sensor.h' and the right box is labeled 'Player.h'. Both 'Sensor.h' and 'Player.h' boxes have a red border.

Sensor.h

Player.h