

C:/Users/ys200/Desktop
/SSS/2DHCopY/DX11Game
/imgui.h

```
graph TD; A["C:/Users/ys200/Desktop<br>/SSS/2DHCopY/DX11Game<br>/imgui.h"] --> B["imconfig.h"]; A --> C["float.h"]; A --> D["stdarg.h"]; A --> E["stddef.h"]; A --> F["string.h"]; A --> G["assert.h"];
```

The diagram illustrates the include relationships for the file `imgui.h` located at `C:/Users/ys200/Desktop/SSS/2DHCopY/DX11Game/`. A central box at the top represents the source file, with six arrows pointing downwards to a row of six target header files. The target headers are `imconfig.h`, `float.h`, `stdarg.h`, `stddef.h`, `string.h`, and `assert.h`. The `imconfig.h` box has a black border, while the others have gray borders.

imconfig.h

float.h

stdarg.h

stddef.h

string.h

assert.h