

C:/Users/ys200/Desktop  
/SSS/2DHCoppy/DX11Game  
/Texture.h



```
graph TD; A["C:/Users/ys200/Desktop<br/>/SSS/2DHCoppy/DX11Game<br/>/Texture.h"] --> B["d3d11.h"]; A --> C["DirectXTex.h"]; A --> D["stdint.h"];
```

The diagram illustrates the include relationships for the file `Texture.h`. A central box at the top represents the source file, with three arrows pointing downwards to three separate boxes below it, each representing an included header file.

d3d11.h

DirectXTex.h

stdint.h