

/Users/cconti/Desktop
/Mounts/BrutusHome/CubismUP
_2D/tools/fpzip/inc/codec.h

```
graph BT; A["/Users/cconti/Desktop  
/Mounts/BrutusHome/CubismUP  
_2D/tools/fpzip/src/read.cpp"] --> B["/Users/cconti/Desktop  
/Mounts/BrutusHome/CubismUP  
_2D/tools/fpzip/inc/codec.h"]; C["/Users/cconti/Desktop  
/Mounts/BrutusHome/CubismUP  
_2D/tools/fpzip/src/write.cpp"] --> B;
```

The diagram illustrates a dependency structure where two source files, `read.cpp` and `write.cpp`, both depend on a common header file `codec.h`. The header file is located at the top in a grey box, while the source files are at the bottom in white boxes. Blue arrows point from each source file to the header file.

/Users/cconti/Desktop
/Mounts/BrutusHome/CubismUP
_2D/tools/fpzip/src/read.cpp

/Users/cconti/Desktop
/Mounts/BrutusHome/CubismUP
_2D/tools/fpzip/src/write.cpp