

brick\_game/objects.h

```
graph TD; A[brick_game/objects.h] --> B[stdbool.h]; A --> C[stdlib.h]; A --> D[time.h];
```

A diagram illustrating the dependencies of the header file `brick_game/objects.h`. The header file is shown in a grey box at the top. Three blue arrows point downwards from it to three white boxes below, representing the included header files: `stdbool.h`, `stdlib.h`, and `time.h`.

`stdbool.h`

`stdlib.h`

`time.h`