

D:/Documents-(D)/HBO  
-ICT/jaar2/Blok B/git  
/game\_development/Software  
/Maingame/src/button\_actions.cpp

```
graph TD; A["D:/Documents-(D)/HBO  
-ICT/jaar2/Blok B/git  
/game_development/Software  
/Maingame/src/button_actions.cpp"] --> B["button_actions.hpp"]; B --> C["SFML\\Graphics.hpp"];
```

button\_actions.hpp

SFML\\Graphics.hpp