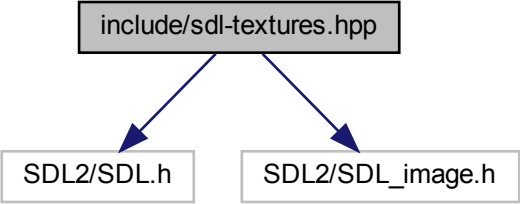


include/sdl-textures.hpp



```
graph TD; A[include/sdl-textures.hpp] --> B[SDL2/SDL.h]; A --> C[SDL2/SDL_image.h];
```

The diagram illustrates a C++ header file's dependencies. At the top, a grey box labeled 'include/sdl-textures.hpp' has two blue arrows pointing downwards to two white boxes. The left box is labeled 'SDL2/SDL.h' and the right box is labeled 'SDL2/SDL_image.h'. This indicates that the 'sdl-textures.hpp' file includes both 'SDL.h' and 'SDL_image.h' from the 'SDL2' directory.

SDL2/SDL.h

SDL2/SDL_image.h