

headers/text.h



```
graph TD; A[headers/text.h] --> B[string]; A --> C[SFML/Graphics.hpp];
```

A diagram illustrating header file dependencies. At the top is a gray box labeled 'headers/text.h'. Two blue arrows point downwards from this box to two white boxes below it. The left box is labeled 'string' and the right box is labeled 'SFML/Graphics.hpp'.

string

SFML/Graphics.hpp