

C:/Users/sjh13/sources
/VisualBoyAdvance/src
/win32/GameOverrides.h

```
graph BT; A["C:/Users/sjh13/sources  
/VisualBoyAdvance/src  
/win32/GameOverrides.h"] --> B["C:/Users/sjh13/sources  
/VisualBoyAdvance/src  
/win32/GameOverrides.cpp"]; A --> C["C:/Users/sjh13/sources  
/VisualBoyAdvance/src  
/win32/MainWndOptions.cpp"];
```

The diagram illustrates a file dependency structure. At the top is a gray box representing a header file. Below it are two white boxes representing source files. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

C:/Users/sjh13/sources
/VisualBoyAdvance/src
/win32/GameOverrides.cpp

C:/Users/sjh13/sources
/VisualBoyAdvance/src
/win32/MainWndOptions.cpp