

include/Distortion.h

```
graph TD; A[include/Distortion.h] --> B[IAudioModule.h]; A --> C[memory];
```

A diagram showing a header file 'include/Distortion.h' at the top, which includes two other files: 'IAudioModule.h' and 'memory'. Two blue arrows point from the bottom of the top box to the top of the two bottom boxes.

IAudioModule.h

memory