

/home/mel/projects
/Misc/Minecraft Server
Service/src/vanillaServer.h

```
graph BT; A["/home/mel/projects  
/Misc/Minecraft Server  
Service/src/setupServers.cpp"] --> C["/home/mel/projects  
/Misc/Minecraft Server  
Service/src/vanillaServer.h"]; B["/home/mel/projects  
/Misc/Minecraft Server  
Service/src/vanillaServer.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: `/home/mel/projects/Misc/Minecraft Server/Service/src/vanillaServer.h`. Below it are two white boxes representing source files. The left box is `/home/mel/projects/Misc/Minecraft Server/Service/src/setupServers.cpp` and the right box is `/home/mel/projects/Misc/Minecraft Server/Service/src/vanillaServer.cpp`. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

/home/mel/projects
/Misc/Minecraft Server
Service/src/setupServers.cpp

/home/mel/projects
/Misc/Minecraft Server
Service/src/vanillaServer.cpp