

E:/workdesk/Uni/ICT312
/trunk/GameEngine/GameEngine.h

```
graph BT; A["E:/workdesk/Uni/ICT312  
/trunk/GameEngine/GameEngine.cpp"] --> C["E:/workdesk/Uni/ICT312  
/trunk/GameEngine/GameEngine.h"]; B["E:/workdesk/Uni/ICT312  
/trunk/GameEngine/main.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey rectangular box containing the path to a header file: `E:/workdesk/Uni/ICT312/trunk/GameEngine/GameEngine.h`. Below this box are two white rectangular boxes. The box on the left contains the path to a C++ source file: `E:/workdesk/Uni/ICT312/trunk/GameEngine/GameEngine.cpp`. The box on the right contains the path to another C++ source file: `E:/workdesk/Uni/ICT312/trunk/GameEngine/main.cpp`. Two blue arrows point from the bottom of each of these lower boxes up to the bottom of the top box, indicating that both `GameEngine.cpp` and `main.cpp` include `GameEngine.h`.

E:/workdesk/Uni/ICT312
/trunk/GameEngine/GameEngine.cpp

E:/workdesk/Uni/ICT312
/trunk/GameEngine/main.cpp