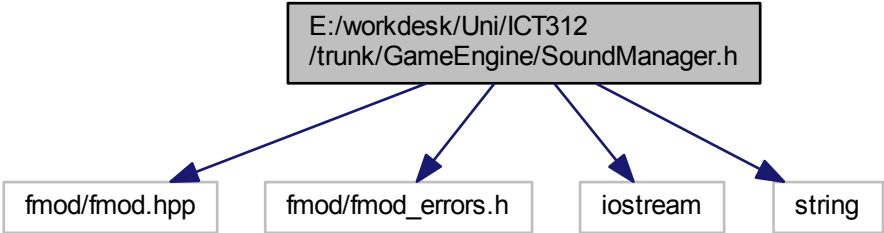


E:/workdesk/Uni/ICT312
/trunk/GameEngine/SoundManager.h



```
graph TD; A["E:/workdesk/Uni/ICT312  
/trunk/GameEngine/SoundManager.h"] --> B["fmod/fmod.hpp"]; A --> C["fmod/fmod_errors.h"]; A --> D["iostream"]; A --> E["string"];
```

The diagram illustrates the dependencies of the file `SoundManager.h`. A central box at the top contains the file's path. Four arrows point downwards from this box to four separate boxes, each representing a dependency: `fmod/fmod.hpp`, `fmod/fmod_errors.h`, `iostream`, and `string`.

fmod/fmod.hpp

fmod/fmod_errors.h

iostream

string