

jeu.h



```
graph TD; A[jeu.h] --> B[SDL/SDL.h]
```

A diagram showing a dependency. At the top is a gray rectangular box with a black border containing the text 'jeu.h'. A thick blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box with a gray border below it. The white box contains the text 'SDL/SDL.h'.

SDL/SDL.h