

GameEngineServer/ServerHeader.h

```
graph BT; SA[ServerApp/ServerApp.cpp] --> SH[GameEngineServer/ServerHeader.h]; ST[ServerTest/ServerTest.cpp] --> SH;
```

The diagram illustrates a header file structure. At the top is a gray box labeled 'GameEngineServer/ServerHeader.h'. Below it are two white boxes: 'ServerApp/ServerApp.cpp' on the left and 'ServerTest/ServerTest.cpp' on the right. Two blue arrows point from the bottom of each white box up to the bottom of the gray box, indicating that both source files include the header file.

ServerApp/ServerApp.cpp

ServerTest/ServerTest.cpp