

GameEngineServer/Source  
/GameEngineServerStarter.cpp

```
graph TD; A["GameEngineServer/Source  
/GameEngineServerStarter.cpp"] --> B["GameEngineServerStarter.h"]; A --> C["iostream"];
```

The diagram illustrates the dependencies of the file `GameEngineServer/Source/GameEngineServerStarter.cpp`. It is shown in a dark gray box at the top. Two blue arrows point downwards from this box to two other boxes below it. The left box, `GameEngineServerStarter.h`, is white with a black border. The right box, `iostream`, is light gray with a black border.

GameEngineServerStarter.h

iostream