

GameEngine-FinalProject
/Common/GameTimer.cpp



```
graph TD; A["GameEngine-FinalProject  
/Common/GameTimer.cpp"] --> B["windows.h"]; A --> C["GameTimer.h"];
```

The diagram illustrates the header files included by the source file GameTimer.cpp. A central box at the top represents the source file, with two arrows pointing downwards to two separate boxes representing the included headers: windows.h and GameTimer.h.

windows.h

GameTimer.h