

view/renderer/spriterenderer.h

```
graph BT; A[controller/gamecontroller.cpp] --> B[view/renderer/spriterenderer.h]; C[view/renderer/spriterenderer.cpp] --> B;
```

The diagram illustrates the dependencies of the header file `view/renderer/spriterenderer.h`. It is represented by a gray rectangular box at the top. Below it, two white rectangular boxes represent the source files: `controller/gamecontroller.cpp` on the left and `view/renderer/spriterenderer.cpp` on the right. Two blue arrows point from the top of each source file box up to the bottom of the header file box, indicating that both source files depend on the header.

controller/gamecontroller.cpp

view/renderer/spriterenderer.cpp