

view/renderer/colorrenderer.h

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

The diagram illustrates a header file dependency. At the top is a gray box labeled 'view/renderer/colorrenderer.h'. Below it are two white boxes: 'controller/gamecontroller.cpp' on the left and 'view/renderer/colorrenderer.cpp' on the right. Blue arrows point from each of these bottom boxes up to the header file box, indicating that both source files include the header.

controller/gamecontroller.cpp

view/renderer/colorrenderer.cpp