

Source/QuadSimCore
/Public/Core/DroneMathUtils.h

```
graph BT; A["Source/QuadSimCore  
/Private/Controllers  
/QuadDroneController.cpp"] --> B["Source/QuadSimCore  
/Public/Core/DroneMathUtils.h"]; C["Source/QuadSimCore  
/Private/Core/DroneMathUtils.cpp"] --> B;
```

The diagram illustrates a file dependency structure. At the top is a header file box labeled 'Source/QuadSimCore /Public/Core/DroneMathUtils.h'. Below it are two source file boxes. The left box, 'Source/QuadSimCore /Private/Controllers /QuadDroneController.cpp', has a blue arrow pointing up to the header file. The right box, 'Source/QuadSimCore /Private/Core/DroneMathUtils.cpp', also has a blue arrow pointing up to the same header file.

Source/QuadSimCore
/Private/Controllers
/QuadDroneController.cpp

Source/QuadSimCore
/Private/Core/DroneMathUtils.cpp