

include/Kinematic.h

```
graph TD; A[include/Kinematic.h] --> B[SFML/Graphics.hpp]; A --> C[iostream];
```

A diagram illustrating file dependencies. At the top is a gray rectangular box labeled 'include/Kinematic.h'. Two blue arrows originate from the bottom of this box. The left arrow points to a white rectangular box labeled 'SFML/Graphics.hpp'. The right arrow points to a white rectangular box labeled 'iostream'.

SFML/Graphics.hpp

iostream