

include/AimLine.h

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

A diagram showing a header file 'include/AimLine.h' at the top, which includes two other files: 'SFML/Graphics.hpp' and 'iostream'. Two blue arrows point from the bottom of the top box to the top of the two bottom boxes.

SFML/Graphics.hpp

iostream