

C:/Dev/DungeonGenerator  
/DungeonGenerator/Geometry  
/geometry.hpp

```
graph BT; A["C:/Dev/DungeonGenerator/Generator/delaunayGenerator.cpp"] --> C["C:/Dev/DungeonGenerator/Geometry/geometry.hpp"]; B["C:/Dev/DungeonGenerator/Geometry/geometry.cpp"] --> C;
```

The diagram illustrates the relationship between three source files in a project. At the top is a header file, `geometry.hpp`, located at `C:/Dev/DungeonGenerator/Geometry/geometry.hpp`. Below it are two source files. The file on the left, `delaunayGenerator.cpp`, is located at `C:/Dev/DungeonGenerator/Generator/delaunayGenerator.cpp`. The file on the right, `geometry.cpp`, is located at `C:/Dev/DungeonGenerator/Geometry/geometry.cpp`. Blue arrows point from each of these two source files up to the header file, indicating that both source files include the header file.

C:/Dev/DungeonGenerator  
/DungeonGenerator/Generator  
/delaunayGenerator.cpp

C:/Dev/DungeonGenerator  
/DungeonGenerator/Geometry  
/geometry.cpp