

C:/Dev/DungeonGenerator  
/DungeonGenerator/DungeonGenerator  
/write.hpp

```
graph BT; A["C:/Dev/DungeonGenerator  
/DungeonGenerator/DungeonGenerator  
/dungeonWriter.cpp"] --> C["C:/Dev/DungeonGenerator  
/DungeonGenerator/DungeonGenerator  
/write.hpp"]; B["C:/Dev/DungeonGenerator  
/DungeonGenerator/DungeonGenerator  
/write.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: `C:/Dev/DungeonGenerator/DungeonGenerator/write.hpp`. Below it are two white boxes representing source files. The left box is `C:/Dev/DungeonGenerator/DungeonGenerator/dungeonWriter.cpp` and the right box is `C:/Dev/DungeonGenerator/DungeonGenerator/write.cpp`. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

C:/Dev/DungeonGenerator  
/DungeonGenerator/DungeonGenerator  
/dungeonWriter.cpp

C:/Dev/DungeonGenerator  
/DungeonGenerator/DungeonGenerator  
/write.cpp