

GameLogic/include/Location.h



```
graph TD; A[GameLogic/include/Location.h] --> B[ostream];
```

A diagram showing a dependency. A gray rectangular box at the top contains the text "GameLogic/include/Location.h". A blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box below it. The white box contains the text "ostream".

ostream