

framework/include/2XD2
/framework/SFMLInputHandler.h

```
graph BT; G[framework/src/Game.cpp] --> H[framework/include/2XD2/framework/SFMLInputHandler.h]; S[framework/src/SFMLInputHandler.cpp] --> H;
```

The diagram illustrates the relationship between three source files in a project. At the top, a grey rectangular box contains the header file path: `framework/include/2XD2/framework/SFMLInputHandler.h`. Below this box, there are two white rectangular boxes. The left box contains the source file path `framework/src/Game.cpp`, and the right box contains `framework/src/SFMLInputHandler.cpp`. Two blue arrows point from the top of each of these bottom boxes up to the bottom of the top box, indicating that both `Game.cpp` and `SFMLInputHandler.cpp` include the `SFMLInputHandler.h` header file.

framework/src/Game.cpp

framework/src/SFMLInputHandler.cpp