

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

```
graph BT; Game[framework/src/Game.cpp] --> Header[framework/include/2XD2/framework/SFMLInputHandler.h]; SFML[framework/src/SFMLInputHandler.cpp] --> Header;
```

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 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 source file box up to the header file box, indicating that both source files include this header.

framework/src/Game.cpp

framework/src/SFMLInputHandler.cpp