

engine/framework/include
/2XD2/framework/input/Input.h

```
graph BT; A[engine/framework/src/Game.cpp] --> C[engine/framework/include/2XD2/framework/input/Input.h]; B[engine/framework/src/input/Input.cpp] --> C;
```

This diagram illustrates the relationship between two source files and a common header file. At the top, a grey box represents the header file: engine/framework/include/2XD2/framework/input/Input.h. Below it, two white boxes represent source files. The left box is engine/framework/src/Game.cpp, and the right box is engine/framework/src/input/Input.cpp. Two blue arrows point from the bottom of each source file box up to the header file box, indicating that both source files include this header.

engine/framework/src
/Game.cpp

engine/framework/src
/input/Input.cpp