

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

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

framework/src/Game.cpp

framework/src/input
/SFMLInputHandler.cpp