

core/include/2XD2/core
/exceptions/FileLoadingFailed
Exception.h

```
graph BT; A["framework/src/resource_manager/SFMLAnimationManager.cpp"] --> B["core/include/2XD2/core/exceptions/FileLoadingFailedException.h"]; C["framework/src/resource_manager/SFMLTextureManager.cpp"] --> B;
```

The diagram illustrates a header file dependency. At the top, a grey box represents the header file `core/include/2XD2/core/exceptions/FileLoadingFailedException.h`. Below it, two white boxes represent source files: `framework/src/resource_manager/SFMLAnimationManager.cpp` on the left and `framework/src/resource_manager/SFMLTextureManager.cpp` on the right. Blue arrows point from each source file box up to the header file box, indicating that both source files include this header.

framework/src/resource
_manager/SFMLAnimationManager.cpp

framework/src/resource
_manager/SFMLTextureManager.cpp