

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