

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;
```

This diagram illustrates the inclusion of a common header file. Two source files, `SFMLAnimationManager.cpp` and `SFMLTextureManager.cpp`, both include the header file `FileLoadingFailedException.h`. The header file is located in the `core/include/2XD2/core/exceptions/` directory.

framework/src/resource
_manager/SFMLAnimationManager.cpp

framework/src/resource
_manager/SFMLTextureManager.cpp