

engine/framework/include  
/2XD2/framework/resource  
\_manager/DefaultFontManager.h

```
graph TD; A["engine/framework/include  
/2XD2/framework/resource  
_manager/DefaultFontManager.h"] --> B["set"]; A --> C["IFontManager.h"]; C --> D["SFML/Graphics/Font.hpp"]
```

set

IFontManager.h

SFML/Graphics/Font.hpp