

framework/include/2XD2
/framework/resource_manager
/SFMLTextureManager.h

```
graph BT; A[framework/src/nodes/Sprite2D.cpp] --> C[framework/include/2XD2/framework/resource_manager/SFMLTextureManager.h]; B[framework/src/resource_manager/SFMLAnimationManager.cpp] --> C;
```

This diagram illustrates the relationship between three source files in a project. At the top is a header file, `framework/include/2XD2/framework/resource_manager/SFMLTextureManager.h`, which is shaded gray. Below it are two source files: `framework/src/nodes/Sprite2D.cpp` on the left and `framework/src/resource_manager/SFMLAnimationManager.cpp` on the right. Both source files have blue arrows pointing upwards to the header file, indicating that they include this header.

framework/src/nodes
/Sprite2D.cpp

framework/src/resource
_manager/SFMLAnimationManager.cpp