

engine/framework/include
/2XD2/framework/input/Input.h

```
graph BT; A[engine/framework/src/Game.cpp] --> C[engine/framework/include/2XD2/framework/input/Input.h]; B[engine/framework/src/input/Input.cpp] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: engine/framework/include/2XD2/framework/input/Input.h. Below it are two white boxes representing source files. The left box is engine/framework/src/Game.cpp and the right box is engine/framework/src/input/Input.cpp. Two blue arrows point from the bottom of each source file box up to the header file box, indicating that both source files include the header file.

engine/framework/src
/Game.cpp

engine/framework/src
/input/Input.cpp