

framework/include/2XD2  
/framework/resource\_manager  
/SFMLTextureManager.h

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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. Blue arrows point from each source file to the header file, indicating that both source files include this header.

framework/src/nodes  
/Sprite2D.cpp

framework/src/resource  
\_manager/SFMLAnimationManager.cpp