

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

```
graph TD; A["framework/include/2XD2  
/framework/resource_manager  
/ITextureManager.h"] --> B["string"]; A --> C["SFML/Graphics/Texture.hpp"];
```

The diagram illustrates the dependencies of the header file `ITextureManager.h`. It is located in the path `framework/include/2XD2/framework/resource_manager`. Two blue arrows point from the header file box to the boxes representing its dependencies: `string` and `SFML/Graphics/Texture.hpp`.

string

SFML/Graphics/Texture.hpp