

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

```
graph TD; A["engine/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 directory `engine/framework/include/2XD2/framework/resource_manager/`. Two blue arrows point from this header file to its dependencies: `string` and `SFML/Graphics/Texture.hpp`.

string

SFML/Graphics/Texture.hpp