

framework/include/2XD2
/framework/Animation.h

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

A diagram illustrating include relationships. At the top is a box containing the text 'framework/include/2XD2 /framework/Animation.h'. Two blue arrows point downwards from this box to two separate boxes below. The left box contains the text 'vector' and the right box contains the text 'SFML/Graphics/Texture.hpp'.

vector

SFML/Graphics/Texture.hpp