

framework/include/2XD2  
/framework/SFMLInputHandler.h

```
graph BT; Game[framework/src/Game.cpp] --> Header[framework/include/2XD2 /framework/SFMLInputHandler.h]; SFML[framework/src/SFMLInputHandler.cpp] --> Header;
```

A diagram illustrating file dependencies. At the top is a grey rectangular box containing the header file path: `framework/include/2XD2 /framework/SFMLInputHandler.h`. Below this box are two white rectangular boxes. The left box contains `framework/src/Game.cpp` and the right box contains `framework/src/SFMLInputHandler.cpp`. Two blue arrows point from the bottom of each of these two boxes up to the bottom edge of the top grey box, indicating that both source files include the header file.

framework/src/Game.cpp

framework/src/SFMLInputHandler.cpp