

core/include/2XD2/core
/exceptions/NotInitializedException.h

```
graph BT; A[framework/src/input/SFMLInputHandler.cpp] --> C[core/include/2XD2/core/exceptions/NotInitializedException.h]; B[renderer/src/Renderer.cpp] --> C;
```

The diagram illustrates a header file inclusion structure. At the top, a grey box contains the header file path: `core/include/2XD2/core/exceptions/NotInitializedException.h`. Below this, two white boxes represent source files. The left box, `framework/src/input/SFMLInputHandler.cpp`, has a blue arrow pointing up to the header file. The right box, `renderer/src/Renderer.cpp`, also has a blue arrow pointing up to the same header file, indicating that both source files include this header.

framework/src/input
/SFMLInputHandler.cpp

renderer/src/Renderer.cpp