

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

```
graph BT; A[framework/src/Game.cpp] --> C[framework/include/2XD2 /framework/SFMLInputHandler.h]; B[framework/src/SFMLInputHandler.cpp] --> C;
```

The diagram illustrates the relationship between three files in a project. At the top is a header file, 'framework/include/2XD2 /framework/SFMLInputHandler.h', which is shaded gray. Below it are two source files: 'framework/src/Game.cpp' on the left and 'framework/src/SFMLInputHandler.cpp' on the right. Two blue arrows point from each source file up to the header file, indicating that both source files include this header.

framework/src/Game.cpp

framework/src/SFMLInputHandler.cpp