

core/include/2XD2/core  
/exceptions/FileLoadingFailed  
Exception.h

```
graph BT; A[framework/src/resource_manager/SFMLAnimationManager.cpp] --> C[core/include/2XD2/core/exceptions/FileLoadingFailedException.h]; B[framework/src/resource_manager/SFMLTextureManager.cpp] --> C;
```

This diagram illustrates the inclusion of a common header file. At the top, a grey box represents the header file: `core/include/2XD2/core/exceptions/FileLoadingFailedException.h`. Below it, two white boxes represent source files. The left box is `framework/src/resource_manager/SFMLAnimationManager.cpp` and the right box is `framework/src/resource_manager/SFMLTextureManager.cpp`. Blue arrows point from each source file box up to the header file box, indicating that both source files include this header.

framework/src/resource  
\_manager/SFMLAnimationManager.cpp

framework/src/resource  
\_manager/SFMLTextureManager.cpp