

/mnt/hdd/C0de/Engines
/SFML/SFML_Engine/include
/StateMachine.hpp

```
graph TD; A["/mnt/hdd/C0de/Engines  
/SFML/SFML_Engine/include  
/StateMachine.hpp"] --> B[memory]; A --> C[stack]; A --> D[State.hpp];
```

memory

stack

State.hpp