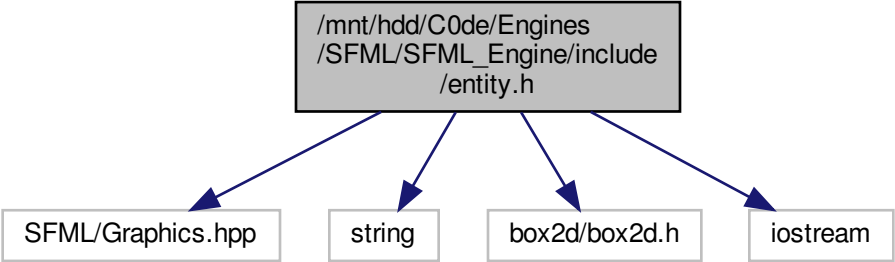


/mnt/hdd/C0de/Engines
/SFML/SFML_Engine/include
/entity.h



```
graph TD; A["/mnt/hdd/C0de/Engines  
/SFML/SFML_Engine/include  
/entity.h"] --> B["SFML/Graphics.hpp"]; A --> C["string"]; A --> D["box2d/box2d.h"]; A --> E["iostream"];
```

The diagram illustrates the include dependencies of the file `/entity.h`. A central box at the top lists the file's path and name. Four arrows point downwards from this box to four separate boxes, each representing a file that `entity.h` includes: `SFML/Graphics.hpp`, `string`, `box2d/box2d.h`, and `iostream`.

SFML/Graphics.hpp

string

box2d/box2d.h

iostream