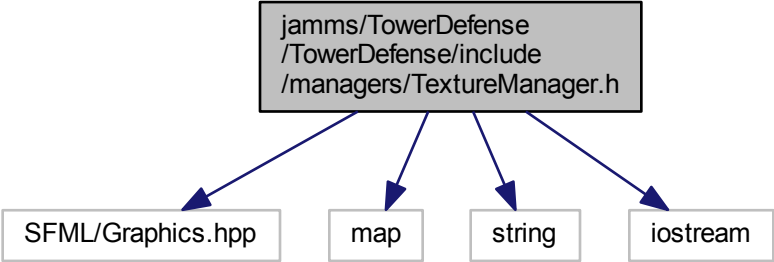


jamms/TowerDefense
/TowerDefense/include
/managers/TextureManager.h



```
graph TD; A["jamms/TowerDefense  
/TowerDefense/include  
/managers/TextureManager.h"] --> B["SFML/Graphics.hpp"]; A --> C["map"]; A --> D["string"]; A --> E["iostream"];
```

The diagram illustrates the include dependencies of the file `jamms/TowerDefense/TowerDefense/include/managers/TextureManager.h`. It is represented as a central gray box with four blue arrows pointing downwards to four separate white boxes. These boxes represent the files and standard library headers that are included by the main file: `SFML/Graphics.hpp`, `map`, `string`, and `iostream`.

SFML/Graphics.hpp

map

string

iostream