

/home/zZelman/Dropbox  
/2D-GameEngine/src/include  
\_sfml.h

```
graph TD; A["/home/zZelman/Dropbox  
/2D-GameEngine/src/include  
_sfml.h"] --> B["SFML/Window.hpp"]; A --> C["SFML/Graphics.hpp"]; A --> D["SFML/Audio.hpp"];
```

The diagram illustrates the inclusion of SFML headers in a C++ file. A central box at the top represents the source file `_sfml.h` located at `/home/zZelman/Dropbox/2D-GameEngine/src/include`. Three arrows point from this box to three separate boxes below, representing the included headers: `SFML/Window.hpp`, `SFML/Graphics.hpp`, and `SFML/Audio.hpp`.

SFML/Window.hpp

SFML/Graphics.hpp

SFML/Audio.hpp