

/home/zZelman/Dropbox  
/Covert-Collisions Host  
dir/Covert-Collisions  
/src/Headers/include\_sfml.h

```
graph TD; A["/home/zZelman/Dropbox  
/Covert-Collisions Host  
dir/Covert-Collisions  
/src/Headers/include_sfml.h"] --> B["SFML/Window.hpp"]; A --> C["SFML/Graphics.hpp"]; A --> D["SFML/Audio.hpp"];
```

The diagram illustrates the relationship between a custom header file and the SFML library. A central box at the top contains the file path for `include_sfml.h`. Three arrows point from this box to three separate boxes below, each representing a different SFML module: `Window.hpp`, `Graphics.hpp`, and `Audio.hpp`. This indicates that the custom header file depends on or includes these three modules.

SFML/Window.hpp

SFML/Graphics.hpp

SFML/Audio.hpp