`fatal error: file.h: No such file or directory`

Here is a potential error message:

```
make -C library-application install
make[1]: Entering directory '/home/runner/actions-runner-07/student-work/cs3005-202520-proj-xyz/cs3005-
202520-proj-xyz/library-application'
g++ -o ApplicationData.o -c ApplicationData.cpp
In file included from ApplicationData.cpp:1:
ApplicationData.h:7:10: fatal error: AudioTrack.h: No such file or directory
    7 | #include "AudioTrack.h"
      |          ^~~~~~~~~~~~~~
compilation terminated.
make[1]: *** [Makefile:8: ApplicationData.o] Error 1
```

Notice that build is happening in the library-application directory. In trying to fulfill the install target, `make` is tyring to compile `ApplicationData.cpp` into `ApplicationData.o`. `ApplicationData.cpp` includes `ApplicationData.h` which includes `AudioTrack.h`. However, `AudioTrack.h` is not found.

Why? `AudioTrack.h` is not located in the `library-application` directory. Its source is in another library directory. When that library directory is installed, it should copy `AudioTrack.h` to the `include` folder we install all header files in. So, we should be trying to find the `AudioTrack.h` in the `include` directory, which has the relative path of `../include` from inside `library-application`.

How? The compiler command should be told to look for `../include` in the include directory. This can be done by adding `-I ../include` to the compiler command. My `Makefile`s use a compile command that looks like this: `g++ -I ../include -o $@ -c $<`.