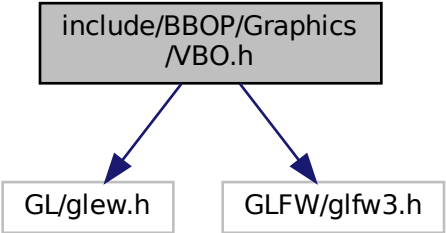


include/BBOP/Graphics
/VBO.h



```
graph TD; A[include/BBOP/Graphics/VBO.h] --> B[GL/glew.h]; A --> C[GLFW/glfw3.h];
```

The diagram illustrates a header file's dependencies. A central box at the top represents the header file 'include/BBOP/Graphics/VBO.h'. Two blue arrows originate from the bottom of this box, pointing downwards to two separate boxes below. The left box contains 'GL/glew.h' and the right box contains 'GLFW/glfw3.h', indicating that the top header file includes both of these external libraries.

GL/glew.h

GLFW/glfw3.h