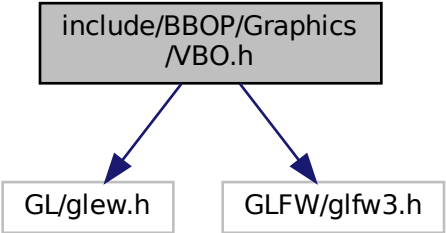


include/BBOP/Graphics
/VBO.h



```
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