

```
build/_deps/raylib  
-src/src/external/glfw  
/include/GLFW/glfw3.h
```

```
graph TD; A["build/_deps/raylib  
-src/src/external/glfw  
/include/GLFW/glfw3.h"] --> B["stddef.h"]; A --> C["stdint.h"]; A --> D["GL/gl.h"];
```

A diagram illustrating a dependency structure. At the top, a gray rectangular box contains the text: `build/_deps/raylib`, `-src/src/external/glfw`, and `/include/GLFW/glfw3.h`. Three blue arrows originate from the bottom of this box and point downwards to three separate white rectangular boxes. The leftmost box contains `stddef.h`, the middle box contains `stdint.h`, and the rightmost box contains `GL/gl.h`.

`stddef.h`

`stdint.h`

`GL/gl.h`