

engine/src/resources
/loaders/material_loader.h

```
graph BT; A["engine/src/resources/loaders/material_loader.c"] --> B["engine/src/resources/loaders/material_loader.h"]; C["engine/src/systems/resource_system.c"] --> B;
```

The diagram illustrates a dependency structure where two source files, `material_loader.c` and `resource_system.c`, both include the header file `material_loader.h`. The header file is positioned at the top in a grey box, while the source files are at the bottom in white boxes. Blue arrows point from each source file to the header file.

engine/src/resources
/loaders/material_loader.c

engine/src/systems
/resource_system.c