

engine/src/renderer
/vulkan/vulkan_renderpass.h

```
graph BT; A[engine/src/renderer/vulkan/vulkan_backend.c] --> C[engine/src/renderer/vulkan/vulkan_renderpass.h]; B[engine/src/renderer/vulkan/vulkan_renderpass.c] --> C;
```

The diagram illustrates a file dependency structure. At the top is a gray box representing a header file: 'engine/src/renderer/vulkan/vulkan_renderpass.h'. Below it are two white boxes representing source files. The left box is 'engine/src/renderer/vulkan/vulkan_backend.c' and the right box is 'engine/src/renderer/vulkan/vulkan_renderpass.c'. Blue arrows point from each source file box up to the header file box, indicating that both source files include this header.

engine/src/renderer
/vulkan/vulkan_backend.c

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/vulkan/vulkan_renderpass.c