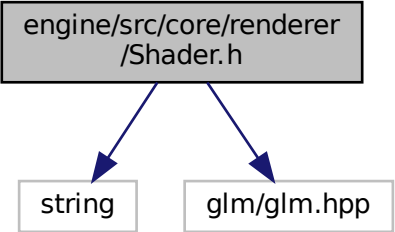


engine/src/core/renderer
/Shader.h



```
graph TD; A[engine/src/core/renderer /Shader.h] --> B[string]; A --> C[glm/glm.hpp];
```

The diagram illustrates a header file dependency. A central box at the top represents the file `engine/src/core/renderer/Shader.h`. Two blue arrows originate from the bottom of this box, pointing downwards to two separate boxes below. The left box contains the text `string`, and the right box contains the text `glm/glm.hpp`. This visualizes the `#include` statements at the top of `Shader.h`.

string

glm/glm.hpp