

engine/src/renderer  
/vulkan/vulkan\_pipeline.h

```
graph BT; A[engine/src/renderer/vulkan_pipeline.h] --> B[engine/src/renderer/vulkan_material_shader.c]; A --> C[engine/src/renderer/vulkan_pipeline.c];
```

The diagram illustrates a header file dependency. At the top is a gray box representing the header file 'engine/src/renderer/vulkan\_pipeline.h'. Below it are two white boxes representing source files: 'engine/src/renderer/vulkan\_material\_shader.c' on the left and 'engine/src/renderer/vulkan\_pipeline.c' on the right. 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/shaders/vulkan  
\_material\_shader.c

engine/src/renderer  
/vulkan/vulkan\_pipeline.c