

engine/src/renderer
/vulkan/vulkan_pipeline.h

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

The diagram illustrates a header file dependency. At the top is a gray box representing the header file 'engine/src/renderer/vulkan/vulkan_pipeline.h'. Below it are two white boxes representing source files: 'engine/src/renderer/vulkan/object_shader.c' on the left and 'engine/src/renderer/vulkan/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
_object_shader.c

engine/src/renderer
/vulkan/vulkan_pipeline.c