

engine/src/renderer
/vulkan/shaders/vulkan
_object_shader.h

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

The diagram illustrates a header file dependency. At the top is a gray box representing the header file 'engine/src/renderer/vulkan/shaders/vulkan_object_shader.h'. Below it are two white boxes representing source files. A blue arrow points from the left source file, 'engine/src/renderer/vulkan/shaders/vulkan_object_shader.c', to the header file. Another blue arrow points from the right source file, 'engine/src/renderer/vulkan/vulkan_backend.c', to the header file. This indicates that both source files include the header file.

engine/src/renderer
/vulkan/shaders/vulkan
_object_shader.c

engine/src/renderer
/vulkan/vulkan_backend.c