

engine/src/renderer  
/vulkan/vulkan\_command  
\_buffer.h

```
graph BT; A[engine/src/renderer/vulkan/vulkan_backend.c] --> C[engine/src/renderer/vulkan/vulkan_command_buffer.h]; B[engine/src/renderer/vulkan/vulkan_command_buffer.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_command_buffer.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_command_buffer.c`. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

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