

Source/Texture.hpp

```
graph TD; A[Source/Texture.hpp] --> B[GL/glew.h]; A --> C[string];
```

A diagram illustrating dependencies. At the top is a dark gray box labeled 'Source/Texture.hpp'. Two blue arrows point downwards from this box to two light gray boxes below it. The left box is labeled 'GL/glew.h' and the right box is labeled 'string'.

GL/glew.h

string