

Source/Texture.hpp

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

A dependency diagram with three rectangular boxes. The top box is dark gray and contains the text 'Source/Texture.hpp'. Below it are two light gray boxes: 'GL/glew.h' on the left and 'string' on the right. Two blue arrows originate from the bottom edge of the top box and point to the top edge of each of the bottom boxes.

GL/glew.h

string