

/home/carla/git/ijengine
-ICG_GL/include/glshaderloader.h

```
graph TD; A["/home/carla/git/ijengine  
-ICG_GL/include/glshaderloader.h"] --> B["shaderloader.h"]; A --> C["iostream"]; A --> D["GL/gl.h"];
```

shaderloader.h

iostream

GL/gl.h