

/home/carla/git/ijengine  
-ICG\_GL/include/sdl2Dvideo.h

```
graph TD; A["/home/carla/git/ijengine  
-ICG_GL/include/sdl2Dvideo.h"] --> B["video.h"]; A --> C["SDL2/SDL.h"];
```

The diagram illustrates the relationship between a compiler flag and the header files it includes. A top box contains the path and flag `/home/carla/git/ijengine -ICG_GL/include/sdl2Dvideo.h`. Two arrows point from this box to two separate boxes below: `video.h` on the left and `SDL2/SDL.h` on the right.

video.h

SDL2/SDL.h