

src/physics/physics.h

```
graph TD; A[src/physics/physics.h] --> B[io/input.h]; A --> C[render/lighting.h];
```

A diagram showing a dependency structure. At the top is a grey box labeled 'src/physics/physics.h'. Two blue arrows point downwards from this box to two white boxes below it. The left box is labeled 'io/input.h' and the right box is labeled 'render/lighting.h'.

io/input.h

render/lighting.h