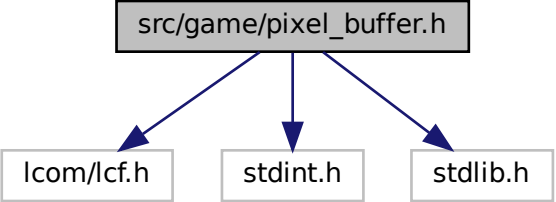


src/game/pixel_buffer.h



```
graph TD; A[src/game/pixel_buffer.h] --> B[lcom/lcf.h]; A --> C[stdint.h]; A --> D[stdlib.h];
```

The diagram illustrates the dependencies of the header file `src/game/pixel_buffer.h`. It is represented as a central box at the top with three arrows pointing downwards to three separate boxes below it. The boxes below are labeled `lcom/lcf.h`, `stdint.h`, and `stdlib.h`.

lcom/lcf.h

stdint.h

stdlib.h