

GLManager.h

```
graph TD; GLManager.h --> cstdint; GLManager.h --> vector;
```

A diagram showing a central box labeled 'GLManager.h' at the top. Two blue arrows point downwards from the bottom of this box to two separate boxes below it. The left box is labeled 'cstdint' and the right box is labeled 'vector'. All boxes have a thin black border.

cstdint

vector