

src/engine/VertexBuffer.h



```
graph TD; A[src/engine/VertexBuffer.h] --> B[GL\glew.h]; A --> C[glm.hpp]; A --> D[vector];
```

The diagram illustrates the dependencies of the file `src/engine/VertexBuffer.h`. It is represented as a central box at the top with three arrows pointing downwards to three separate boxes below it. The boxes are labeled `GL\glew.h`, `glm.hpp`, and `vector`.

GL\glew.h

glm.hpp

vector