

src/graphics/Camera.h

```
graph TD; Camera["src/graphics/Camera.h"] --> glm_hpp["glm/glm.hpp"]; Camera --> glm_gtc["glm/gtc/matrix_transform.hpp"];
```

The diagram illustrates the header file dependencies for `src/graphics/Camera.h`. Two blue arrows originate from the bottom of the `src/graphics/Camera.h` box and point to the `glm/glm.hpp` and `glm/gtc/matrix_transform.hpp` boxes, indicating that `Camera.h` includes both of these files.

glm/glm.hpp

glm/gtc/matrix_transform.hpp