

src/texture.h

```
graph TD; A[src/texture.h] --> B[GL/glew.h]; A --> C[string];
```

A diagram illustrating a dependency structure. At the top is a gray rectangular box labeled 'src/texture.h'. Two blue arrows originate from the bottom of this box and point downwards to two separate white rectangular boxes. The left box is labeled 'GL/glew.h' and the right box is labeled 'string'. Both boxes have a thin gray border.

GL/glew.h

string