

include/IGraphicsEngineRenderer.hpp

```
graph TD; A[include/IGraphicsEngineRenderer.hpp] --> B[SDL.h]; A --> C[string];
```

A diagram illustrating the include dependencies for the file `include/IGraphicsEngineRenderer.hpp`. The main file is shown in a dark gray box at the top. Two blue arrows point downwards from its bottom edge to two separate light gray boxes below. The left box contains the text `SDL.h` and the right box contains the text `string`, representing the headers and standard library components that this file depends on.

SDL.h

string