

opengl/common/shader.hpp

```
graph BT; A[opengl/common/shader.cpp] --> B[opengl/common/shader.hpp]; C[opengl/transition_text.cpp] --> B;
```

A diagram illustrating a header file dependency. At the top is a gray rectangular box containing the text 'opengl/common/shader.hpp'. Below it are two white rectangular boxes. The left box contains 'opengl/common/shader.cpp' and the right box contains 'opengl/transition_text.cpp'. Two blue arrows point from the top-right corner of the left box and the top-left corner of the right box towards the bottom edge of the top box, indicating that both source files include the header file.

opengl/common/shader.cpp

opengl/transition_text.cpp