

include/ReadShader.h

```
graph TD; A[include/ReadShader.h] --> B[stdio.h]; A --> C[stdlib.h]; A --> D[string.h];
```

A diagram illustrating the dependencies of the file `include/ReadShader.h`. The file is shown in a grey box at the top. Three blue arrows point downwards from the bottom of this box to three separate white boxes below it. The boxes are labeled `stdio.h`, `stdlib.h`, and `string.h` from left to right.

stdio.h

stdlib.h

string.h