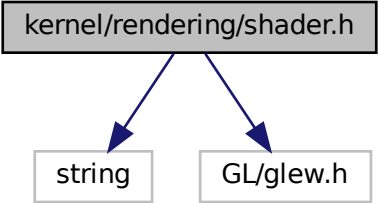


kernel/rendering/shader.h



```
graph TD; A[kernel/rendering/shader.h] --> B[string]; A --> C[GL/glew.h];
```

A diagram illustrating a header file dependency. At the top, a gray rectangular box contains the text 'kernel/rendering/shader.h'. Two blue arrows originate from the bottom center of this box and point downwards to two separate white rectangular boxes. The left box contains the text 'string' and the right box contains the text 'GL/glew.h'. Both boxes have a thin gray border.

string

GL/glew.h