

include/Texture.hpp



```
graph TD; A[include/Texture.hpp] --> B[string]; A --> C[Color.hpp];
```

The diagram illustrates a C++ header file's dependencies. At the top, a grey box labeled 'include/Texture.hpp' has two blue arrows pointing downwards to two white boxes. The left box is labeled 'string' and the right box is labeled 'Color.hpp'. This indicates that the Texture.hpp header file includes both the standard string library and the Color.hpp header file.

string

Color.hpp