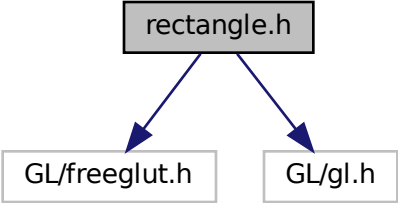


rectangle.h



```
graph TD; A[rectangle.h] --> B[GL/freeglut.h]; A --> C[GL/gl.h];
```

GL/freeglut.h

GL/gl.h