

loadshaders.h



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

A diagram illustrating the dependencies of the `loadshaders.h` header file. At the top, a gray box labeled `loadshaders.h` has two blue arrows pointing downwards to two white boxes. The left box is labeled `GL/glew.h` and the right box is labeled `GL/gl.h`.

GL/glew.h

GL/gl.h