

src/GameAsset.h



```
graph TD; A[src/GameAsset.h] --> B[iostream]; A --> C[GL/gl.h];
```

The diagram illustrates a header file dependency. At the top, a gray box labeled 'src/GameAsset.h' has two blue arrows pointing downwards to two white boxes. The left box is labeled 'iostream' and the right box is labeled 'GL/gl.h', indicating that 'src/GameAsset.h' includes both of these headers.

iostream

GL/gl.h