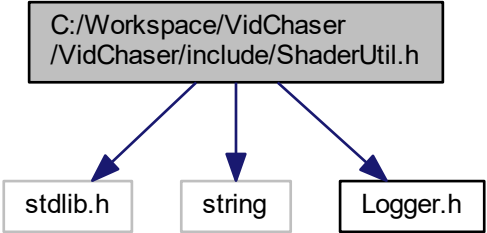


C:/Workspace/VidChaser
/VidChaser/include/ShaderUtil.h



```
graph TD; A["C:/Workspace/VidChaser  
/VidChaser/include/ShaderUtil.h"] --> B["stdlib.h"]; A --> C["string"]; A --> D["Logger.h"];
```

The diagram illustrates the preprocessor directives at the top of the file ShaderUtil.h. A central box at the top lists the file path. Three arrows point downwards from this box to three separate boxes below, each representing an included header file: stdlib.h, string, and Logger.h.

stdlib.h

string

Logger.h