

include/camera.h

```
graph TD; A[include/camera.h] --> B[glm/glm.hpp]; A --> C[vector];
```

A diagram illustrating a C++ header file's dependencies. At the top, a gray box with a black border contains the text 'include/camera.h'. Two blue arrows originate from the bottom of this box. The left arrow points to a white box with a gray border containing 'glm/glm.hpp'. The right arrow points to a white box with a gray border containing 'vector'.

glm/glm.hpp

vector