

```
graph BT; src_GLWindow_cpp[src/GLWindow.cpp] --> include_GLWindow_h[include/GLWindow.h]; src_MainWindow_cpp[src/MainWindow.cpp] --> include_GLWindow_h; include_GLWindow_h --> include_GLWindow_h; src_MainWindow_cpp --> src_MainWindow_cpp;
```

include/GLWindow.h

src/GLWindow.cpp

src/MainWindow.cpp