

/home/guoyi/Desktop
/shejigame/qt_opengl
_wearglasses/mainwindow.h

```
graph BT; A["/home/guoyi/Desktop  
/shejigame/qt_opengl  
_wearglasses/main.cpp"] --> C["/home/guoyi/Desktop  
/shejigame/qt_opengl  
_wearglasses/mainwindow.h"]; B["/home/guoyi/Desktop  
/shejigame/qt_opengl  
_wearglasses/mainwindow.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a gray-shaded box representing a header file: `/home/guoyi/Desktop/shejigame/qt_opengl_wearglasses/mainwindow.h`. Below it are two white boxes representing source files. The left box is `/home/guoyi/Desktop/shejigame/qt_opengl_wearglasses/main.cpp` and the right box is `/home/guoyi/Desktop/shejigame/qt_opengl_wearglasses/mainwindow.cpp`. Two blue arrows point from the source files up to the header file, indicating that both source files include or depend on this header.

/home/guoyi/Desktop
/shejigame/qt_opengl
_wearglasses/main.cpp

/home/guoyi/Desktop
/shejigame/qt_opengl
_wearglasses/mainwindow.cpp