

SpGlsManager.cpp

SpTurbulenceOp.cpp

SpVertexNoiseSb.cpp

SpGlsManager.h

```
graph TD; A[SpGlsManager.cpp] --> D[SpGlsManager.h]; B[SpTurbulenceOp.cpp] --> D; C[SpVertexNoiseSb.cpp] --> D;
```

The diagram illustrates a dependency structure where three source files (SpGlsManager.cpp, SpTurbulenceOp.cpp, and SpVertexNoiseSb.cpp) all depend on a single header file (SpGlsManager.h). The source files are represented by white boxes with black borders, and the header file is represented by a solid black box. Blue arrows point from each source file to the header file, indicating the direction of the dependency.