

GL/gl.h

GL/glu.h

OpenGLHeaders.h



```
graph BT; A[OpenGLHeaders.h] --> B[GL/gl.h]; A --> C[GL/glu.h];
```

The diagram illustrates the relationship between OpenGL header files. At the bottom, a black box labeled 'OpenGLHeaders.h' has two blue arrows pointing upwards to two white boxes. The left white box is labeled 'GL/gl.h' and the right white box is labeled 'GL/glu.h'. This indicates that 'OpenGLHeaders.h' is a base or umbrella header that includes both 'GL/gl.h' and 'GL/glu.h'.