

GL/glew.h

GL/glxew.h

GL/gl.h

GL/glu.h

SpGIHeaders.h

GL/glut.h

SpGlutHeaders.h

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graph BT; SpGlutHeaders.h --> SpGIHeaders.h; SpGlutHeaders.h --> GL_glut_h[GL/glut.h]; SpGIHeaders.h --> GL_glew_h[GL/glew.h]; SpGIHeaders.h --> GL_glxew_h[GL/glxew.h]; SpGIHeaders.h --> GL_gl_h[GL/gl.h]; SpGIHeaders.h --> GL_glu_h[GL/glu.h];
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The diagram illustrates the header dependencies for SpGlutHeaders.h. At the bottom, a black box labeled 'SpGlutHeaders.h' has two blue arrows pointing upwards. One arrow points to a white box labeled 'SpGIHeaders.h', and the other points to a white box labeled 'GL/glut.h'. From 'SpGIHeaders.h', four blue arrows point upwards to four separate white boxes: 'GL/glew.h', 'GL/glxew.h', 'GL/gl.h', and 'GL/glu.h'. All boxes have a thin grey border except for the bottom-most one, which has a thick black border.