

deps/imgui/examples  
/libs/gl3w/GL/gl3w.h

```
graph TD; A["deps/imgui/examples<br/>/libs/gl3w/GL/gl3w.h"] --> B["GL/glcorearb.h"]; B --> C["stddef.h"]; B --> D["inttypes.h"];
```

The diagram illustrates a dependency structure. At the top, a gray box contains the path 'deps/imgui/examples /libs/gl3w/GL/gl3w.h'. A blue arrow points down from this box to a white box labeled 'GL/glcorearb.h'. From the 'GL/glcorearb.h' box, two blue arrows branch out downwards to two separate white boxes: 'stddef.h' on the left and 'inttypes.h' on the right.

GL/glcorearb.h

stddef.h

inttypes.h