

include/Perceus/Core
/Graphics/Entities/VertexArray.h

```
graph TD; A["include/Perceus/Core /Graphics/Entities/VertexArray.h"] --> B["vector"]; A --> C["Perceus/Data/Vertex.h"]; C --> D["Color.h"]; C --> E["Vector.h"];
```

vector

Perceus/Data/Vertex.h

Color.h

Vector.h