

E:/workdesk/Uni/ICT312  
/trunk/GameEngine/GL/freeglut\_std.h

```
graph TD; A["E:/workdesk/Uni/ICT312  
/trunk/GameEngine/GL/freeglut_std.h"] --> B["GL/gl.h"]; A --> C["GL/glu.h"]; A --> D["stdlib.h"];
```

GL/gl.h

GL/glu.h

stdlib.h