

/home/fnky/C0de/component  
\_engine/src/Graphics/texture.cpp

../../include/Graphics  
/texture.h

iostream

glad/glad.h

```
graph TD; A["/home/fnky/C0de/component_engine/src/Graphics/texture.cpp"] --> B["../../include/Graphics/texture.h"]; A --> C["iostream"]; A --> D["glad/glad.h"]; B --> C; B --> D;
```