

/mnt/hdd/fnky/C0de  
/CAPSTONE/clean\_build  
/include/Components/ShaderComponent.h

```
graph TD; A["/mnt/hdd/fnky/C0de<br>/CAPSTONE/clean_build<br>/include/Components/ShaderComponent.h"] --> B[Component.h]; A --> C[glad/glad.h]; A --> D[glm/glm.hpp]; A --> E[glm/gtc/type_ptr.hpp]; B --> F[memory];
```

Component.h

glad/glad.h

glm/glm.hpp

glm/gtc/type\_ptr.hpp

memory