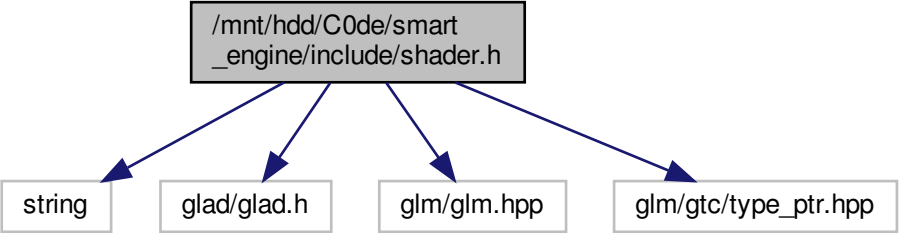


/mnt/hdd/C0de/smart
_engine/include/shader.h



```
graph TD; A["/mnt/hdd/C0de/smart_engine/include/shader.h"] --> B["string"]; A --> C["glad/glad.h"]; A --> D["glm/glm.hpp"]; A --> E["glm/gtc/type_ptr.hpp"];
```

The diagram illustrates the include dependencies of the file `/mnt/hdd/C0de/smart_engine/include/shader.h`. It is represented as a central node at the top, with four arrows pointing downwards to its dependent files: `string`, `glad/glad.h`, `glm/glm.hpp`, and `glm/gtc/type_ptr.hpp`.

string

glad/glad.h

glm/glm.hpp

glm/gtc/type_ptr.hpp