

Source/Pyrano/Public
/Subsystems/IrradianceSubsystem.h

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graph BT; A[Source/Pyrano/Private/Simulation/IrradianceScheduler.cpp] --> C[Source/Pyrano/Public/Subsystems/IrradianceSubsystem.h]; B[Source/Pyrano/Private/Subsystems/IrradianceSubsystem.cpp] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: 'Source/Pyrano/Public/Subsystems/IrradianceSubsystem.h'. Below it are two white boxes representing source files. The left box is 'Source/Pyrano/Private/Simulation/IrradianceScheduler.cpp' and the right box is 'Source/Pyrano/Private/Subsystems/IrradianceSubsystem.cpp'. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

Source/Pyrano/Private
/Simulation/IrradianceScheduler.cpp

Source/Pyrano/Private
/Subsystems/IrradianceSubsystem.cpp