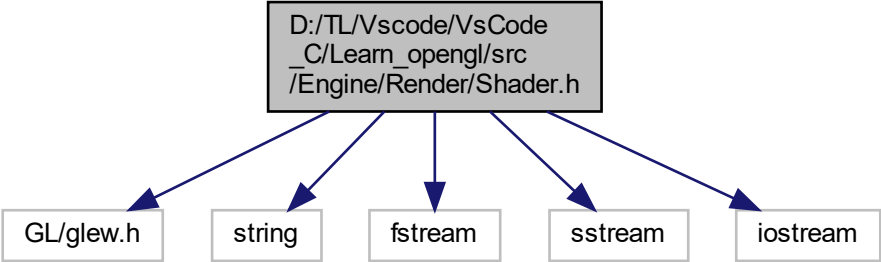


D:/TL/Vscode/VsCode  
\_C/Learn\_opengl/src  
/Engine/Render/Shader.h



```
graph TD; A["D:/TL/Vscode/VsCode  
_C/Learn_opengl/src  
/Engine/Render/Shader.h"] --> B["GL/glew.h"]; A --> C["string"]; A --> D["fstream"]; A --> E["sstream"]; A --> F["iostream"];
```

The diagram illustrates the dependencies of the header file `Shader.h` located at `D:/TL/Vscode/VsCode_C/Learn_opengl/src/Engine/Render/Shader.h`. Five blue arrows point from the central box to five separate boxes below, each representing a dependency: `GL/glew.h`, `string`, `fstream`, `sstream`, and `iostream`.

GL/glew.h

string

fstream

sstream

iostream