

D:/TL/Vscode/VsCode
_C/Learn_opengl/src
/Engine/Render/Texture.h

```
graph BT; A[D:/TL/Vscode/VsCode_C/Learn_opengl/src/Engine/Render/Texture.cpp] --> C[D:/TL/Vscode/VsCode_C/Learn_opengl/src/Engine/Render/Texture.h]; B[D:/TL/Vscode/VsCode_C/Learn_opengl/src/main.cpp] --> C;
```

The diagram illustrates a file dependency structure. At the top is a gray box representing a header file: `D:/TL/Vscode/VsCode_C/Learn_opengl/src/Engine/Render/Texture.h`. Below it are two white boxes representing source files. The left box is `D:/TL/Vscode/VsCode_C/Learn_opengl/src/Engine/Render/Texture.cpp` and the right box is `D:/TL/Vscode/VsCode_C/Learn_opengl/src/main.cpp`. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

D:/TL/Vscode/VsCode
_C/Learn_opengl/src
/Engine/Render/Texture.cpp

D:/TL/Vscode/VsCode
_C/Learn_opengl/src
/main.cpp