* **Run the OpenGLSample**. If the code runs successfully, a 3D scene containing a glass of wine, some cheese, and bread should be displayed in the OpenGL window. While the code is running, check the title of the window to make sure it shows your name. Take a screenshot that includes the window’s updated title.
* **Discuss any challenges you experienced while setting up OpenGL**. In one to two paragraphs, discuss any challenges you had while setting up OpenGL and the steps you took to overcome them. Include any questions you have or parts of the sample code you couldn’t run so your instructor can help you.