

Run the following commands to install OpenGL.

```
$ sudo apt-get update
```

```
$ sudo apt-get install libglu1-mesa-dev freeglut3-dev mesa-common-dev
```

```
// Basic C++ Program
```

```
#include <GL/glut.h>
```

```
void displayMe(void)
```

```
{
```

```
    glClear(GL_COLOR_BUFFER_BIT);
```

```
    glBegin(GL_POLYGON);
```

```
        glVertex3f(0.5, 0.0, 0.5);
```

```
        glVertex3f(0.5, 0.0, 0.0);
```

```
        glVertex3f(0.0, 0.5, 0.0);
```

```
        glVertex3f(0.0, 0.0, 0.5);
```

```
    glEnd();
```

```
    glFlush();
```

```
}
```

```
int main(int argc, char** argv)
```

```
{
```

```
    glutInit(&argc, argv);
```

```
    glutInitDisplayMode(GLUT_SINGLE);
```

```
    glutInitWindowSize(400, 300);
```

```
    glutInitWindowPosition(100, 100);
```

```
glutCreateWindow("Hello world!");  
glutDisplayFunc(displayMe);  
glutMainLoop();  
return 0;  
}
```

Now give the command below to compile your code.

```
$ g++ main.cpp -o firstOpenGLApp -lglut -lGLU -lGL
```

Now run your OpenGL program with following command

```
$ ./firstOpenGLApp
```

Output

