```cpp
1   #pragma once
2
3   #include<stdio.h>
4   #include<GL/glew.h>
5   #include<GLFW\glfw3.h>
6
7   class Window
8   {
9   public:
10      Window();
11      Window(GLint windowWidth, GLint windowHeight);
12
13      int initialise();
14
15      GLfloat getBufferWidth() { return bufferWidth; }
16      GLfloat getBufferHeight() { return bufferHeight; }
17
18      bool getShouldclose() {  return glfwWindowShouldClose(mainWindow); }
19
20      void swapbuffers (){ glfwSwapBuffers(mainWindow); }
21
22      ~Window();
23  private:
24      GLFWwindow* mainWindow;
25      GLint width, height;
26      GLint bufferWidth, bufferHeight;
27
28  };
29
30
```