Student Manager with OpenGL Interface

# Introduction

This project is a Student Manager application that integrates OpenGL for an enhanced graphical user interface. The program allows users to manage student data, including adding students, adding grades, displaying grades, calculating average grades, editing student details, and deleting student records. The graphical interface is built using OpenGL and ImGui, providing a user-friendly way to interact with the application.

# Installation

To run this project, you need to have the following dependencies installed:

1. OpenGL

2. GLFW

3. GLEW

4. ImGui

You can install these dependencies using your package manager or build them from source. Make sure your development environment is set up to compile C++ with OpenGL.

# Usage

1. Clone the repository to your local machine.  
2. Navigate to the project directory.  
3. Compile the project using your preferred C++ compiler. Make sure to link the necessary libraries (OpenGL, GLFW, GLEW, ImGui).  
4. Run the compiled executable.

Upon running the program, a window will appear with a graphical user interface. Use the provided input fields and buttons to interact with the Student Manager application.

# Features

The application provides the following features:  
1. **Add Student**: Add a new student by entering their ID and name.  
2. **Add Grade**: Add a grade to an existing student by entering their ID and the grade.  
3. **Display Grades**: Display all grades for each student.  
4. **Calculate Average**: Calculate and display the average grade for each student.  
5. **Edit Student**: Edit the name of an existing student.  
6. **Delete Student**: Delete a student record by ID.

# Conclusion

This project demonstrates how to integrate a traditional C++ application with a graphical interface using OpenGL and ImGui. It provides a simple yet effective way to manage student data with an interactive and visually appealing interface.