#include <glad/glad.h>

#include <GLFW/glfw3.h>

int main()

{

       glfwInit();

       glfwWindowHint(GLFW\_CONTEXT\_VERSION\_MAJOR, 3);

       glfwWindowHint(GLFW\_CONTEXT\_VERSION\_MINOR, 3);

       glfwWindowHint(GLFW\_OPENGL\_PROFILE, GLFW\_OPENGL\_CORE\_PROFILE);

       GLFWwindow\* window= glfwCreateWindow(800,600,"OpenGL",nullptr,nullptr);

       //opengl 运行模式单线程 要调用opengl api是在单一线程内进行

       //多个线程同时调用不被允许

       //绑定这个window与当前main函数的线程

       glfwMakeContextCurrent(window);

       //初始化glad

       gladLoadGLLoader((GLADloadproc)glfwGetProcAddress);

       //绘制

       while (!glfwWindowShouldClose(window))   //不关闭一直绘制

       {

              glfwSwapBuffers(window);

              glfwPollEvents();

       }

       //释放

       glfwTerminate();

       return 0;

}