

## Installation process of OpenGL with Codeblocks:

- I. Download & Install Codeblocks 10.05 with MinGW
- II. Download glut-3.7.6-bin.rar
- III. Copy Glut32.dll To
  - a. C:\Windows\SysWOW64 [Since my PC is 64 bit]
- IV. Copy Glut32.lib to C:\programfiles(x86)\codeblocks\MinGW\lib
- V. Copy Glut.h to C:\programfiles(x86)\codeblocks\MinGW\include\GL

## Running first Project with Codeblocks:

- I. Click File and create a new project.
- II. Click on GLUT Project and click Go.
- III. Write a title and Select file path.
- IV. Select C:\Program Files (x86)\CodeBlocks\MinGW and Finish.
- V. Click on Sources and Select main.cpp.
- VI. Write `#include<windows.h>` in 14<sup>th</sup> line.
- VII. Click Build and run.
- VIII. If it does not work, then Click Settings and click Compiler and Debugger.
- IX. Then Reset Defaults and Click Ok.

## Screenshot on Expected Output:

