Installation process of OpenGL with Codeblocks:

1. Download & Install Codeblocks 10.05 with MinGW
2. Download glut-3.7.6-bin.rar
3. Copy Glut32.dll To
   1. C:\Windows\SysWOW64 [Since my PC is 64 bit]
4. Copy Glut32.lib to C:\programfiles(x86)\codeblocks\MinGW\lib
5. Copy Glut.h to C:\programfiles(x86)\codeblocks\MinGW\inclue\GL

Running first Project with Codeblocks:

1. Click File and create a new project.
2. Click on GLUT Project and click Go.
3. Write a tittle and Select file path.
4. Select C:\Program Files (x86)\CodeBlocks\MinGW and Finish.
5. Click on Sources and Select main.cpp.
6. Write #include<windows.h> in 14th line.
7. Click Build and run.
8. If it does not work, then Click Settings and click Compiler and Debugger.
9. Then Reset Defaults and Click Ok.

Screenshot on Expected Output:

