

## Headers

- |          |            |
|----------|------------|
| 1- GL.h  | 3- GLUT.h  |
| 2- GLU.h | 4- GLAUX.h |

## Library

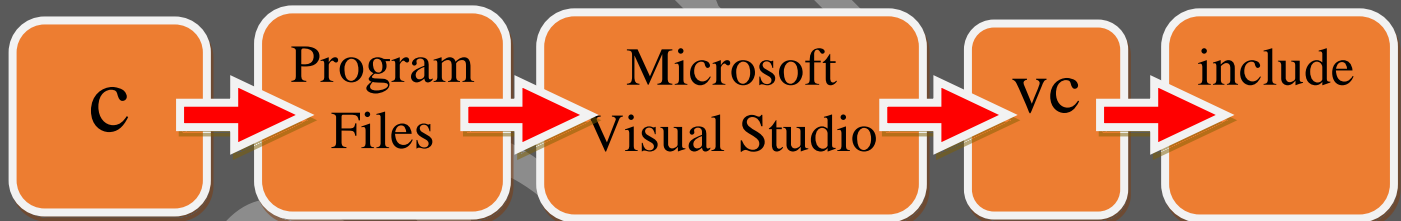
- |              |                 |
|--------------|-----------------|
| 1- GLAUX.lib | 4- glut32.lib   |
| 2- GLU32.lib | 5- OPENGL32.lib |
| 3- glut.lib  |                 |

## DLL

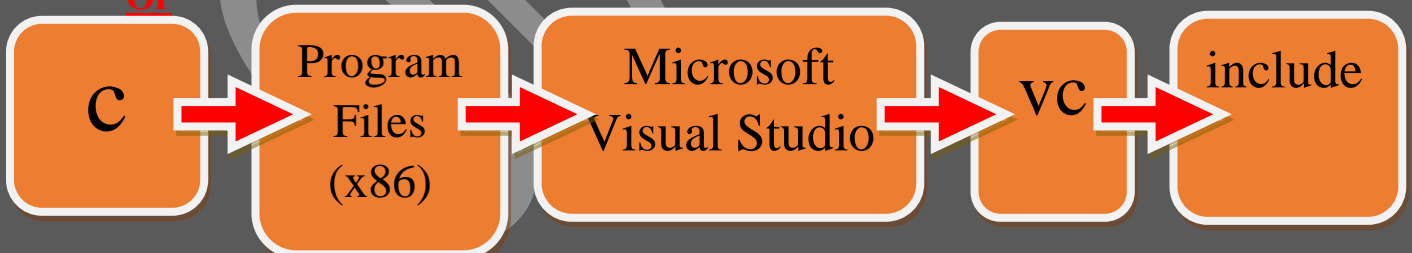
- |                 |             |
|-----------------|-------------|
| 1- OpenGL32.dll | 3- GLUT.dll |
| 2- GLU32.dll    | 4- Glut.dll |

Subsequent steps implemented once

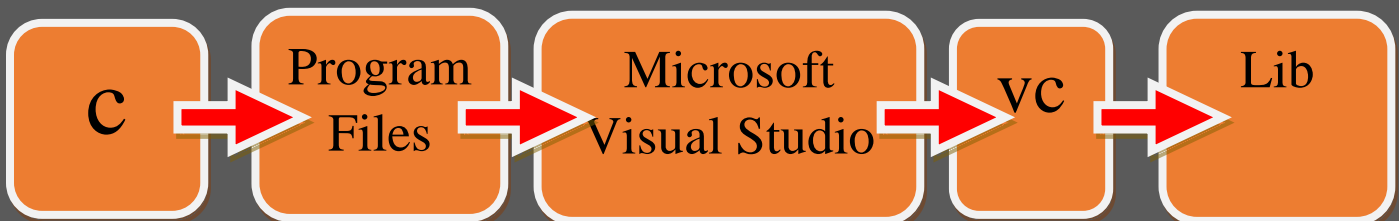
### Headers Files:



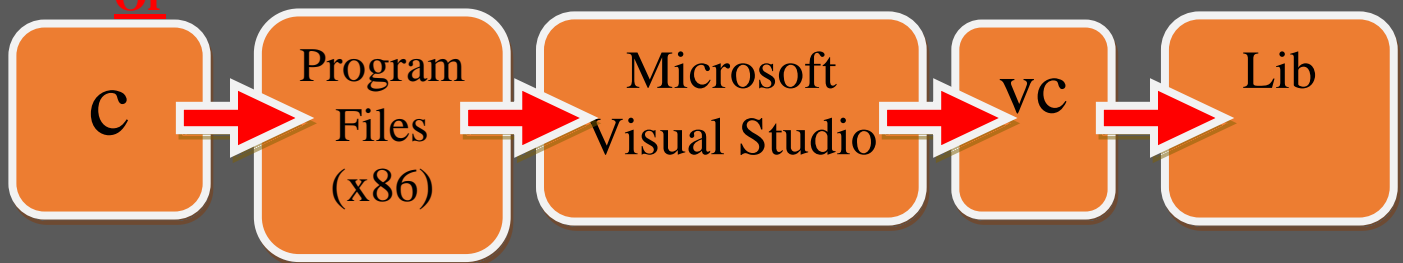
Or



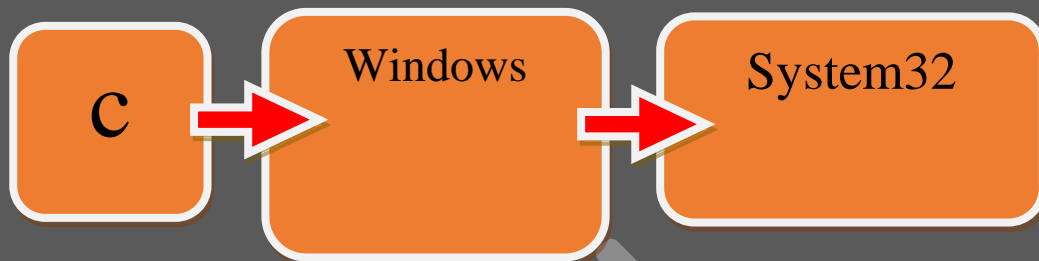
### Library Files :



Or



## DLL Files:



## Subsequent steps implemented when creating a new project

- 1- New project
- 2- Visual C++
- 3- Empty Project
- 4- Source Files → Right click → Add → New Item Or Existing Item
- 5- Project → project Properties → configuration properties → Linker → Input → Additional Dependencies → Edit → and past  
( GLAUX.lib;GLU32.lib;glut.lib;OPENGL32.lib;glut32.lib)  
→ Ok → Apply
- 6- Past the code in your Source Files
- 7- If there is error in line ( `#include <gl\glaux.h>` ) delete it
- 8- Run
- 9- Output will by

