

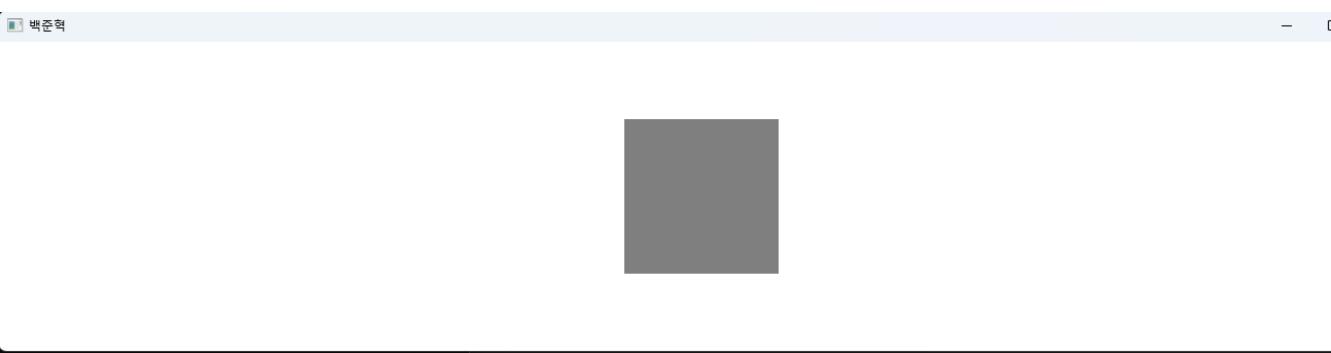
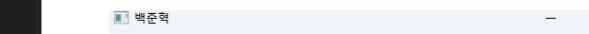
Code editor window showing OpenGL C++ code:

```
#include <iostream>
#include <GL/gl.h>
#include <GL/glu.h>
#include <math.h>

void MyResized(int NewWidth, int NewHeight)
{
    glClear(GL_COLOR_BUFFER_BIT);
    glBegin(GL_POLYGON); //회전형
    glVertex3f(-0.5, -0.5, 0.0); //좌상단 좌표
    glVertex3f(0.5, -0.5, 0.0); //우상단 좌표
    glVertex3f(0.5, 0.5, 0.0); //우상단 좌표
    glVertex3f(-0.5, 0.5, 0.0); //좌상단 좌표
    glEnd();
    glFlush();
}

void MyDisplay()
{
    glClear(GL_COLOR_BUFFER_BIT);
    glLoadIdentity();
    gluOrtho2D(-1.0 + WidthFactor, 1.0 + WidthFactor, -1.0 + HeightFactor, 1.0 + HeightFactor);
    glTranslatef(0.0, 0.0, 0.0);
    glScalef(1.0, 1.0, 1.0);
    glRotatef(0.0, 0.0, 0.0);
    glDrawString("Hello OpenGL!");
}

int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB);
    glutInitWindowSize(800, 600);
    glutInitWindowPosition(0, 0);
    glutCreateWindow("Hello OpenGL!");
    glutDisplayFunc(MyDisplay);
    glutReshapeFunc(MyResized);
    glutMainLoop();
    return 0;
}
```



The screenshot shows a Windows desktop environment with several open windows:

- Top Left:** A window titled "D:\Computer_Graphics\WCG_Pr..." showing a fractal-like 3D surface rendered in red and blue.
- Top Center:** A window titled "CG_Practice" showing the C++ code for a OpenGL application.
- Top Right:** A GitHub Copilot interface.
- Middle Left:** A vertical stack of four windows labeled 14, 15, 16, and 17, which appear to be part of a larger application or a file manager.
- Bottom Left:** A terminal window showing build logs for a project named "CG_Practice". The log includes warnings about main() being void and includes a timestamp of "2023-08-06 09:42:00".
- Bottom Right:** A status bar at the bottom of the screen.

The screenshot shows a Windows desktop environment with several open windows:

- Code Editor:** The main window displays a C++ code file named `CG_Practice04.cpp`. The code implements a OpenGL application for drawing a square. It includes functions for initializing OpenGL, handling mouse events, and enlarging the square based on user input. A status bar at the bottom indicates the code has not been checked for errors.
- Terminal:** A terminal window titled "빌드" (Build) is visible at the bottom, showing the command "빌드 성공" (Build Success).
- File Explorer:** A sidebar window titled "솔루션 탐색기" (Solution Explorer) shows the project structure for "CG Practice". It lists files such as `CG_Practice.cpp`, `CG_Practice01.cpp`, `CG_Practice02.cpp`, `CG_Practice03.cpp`, `CG_Practice04.cpp`, and `CG_Practice05.cpp`.
- OpenGL Window:** A window titled "OpenGL" displays a blue square with red dots and a red square with blue dots, representing the rendered output of the application.

