



Department of Computer Science and Engineering 21st Batch Lab Report 1

Course title : Computer Graphics Lab

Course Code : CSE - 422

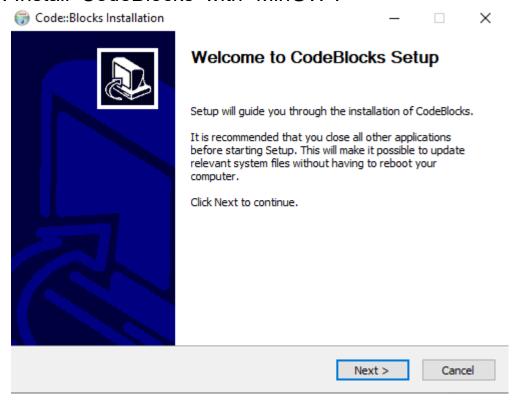
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Batch	: 21 st	Name Designation	: Monika Kabir: LecturerVarendra University,Rajshahi

	Submission date:
Signature	

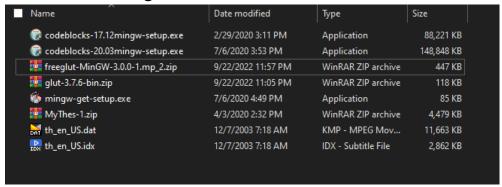
Problem Statement: Installation and Introduction to "**OpenGL**" and print 15 random points of different colors.

Installation:

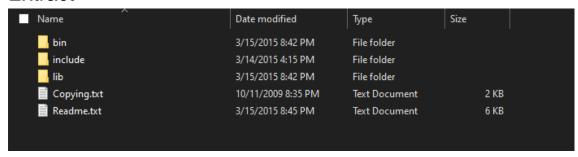
1. Install 'CodeBlocks' with "MinGW".



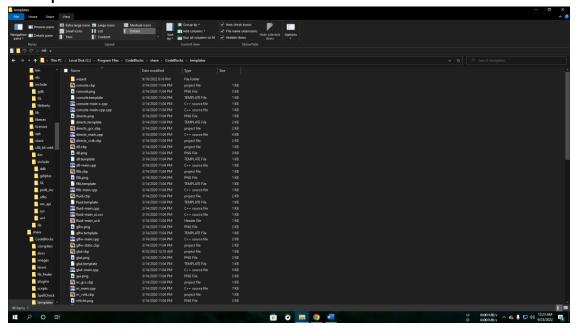
2. Download freeglut 3.0.0



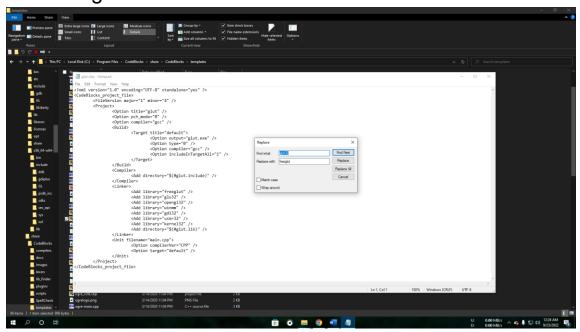
3. Extract



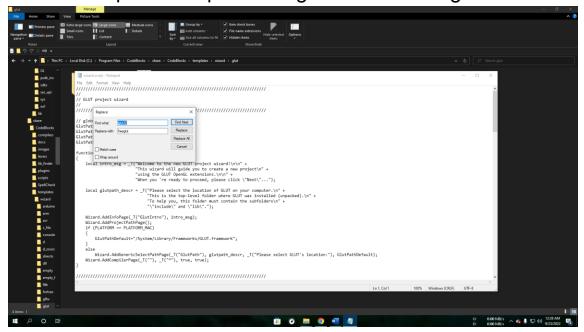
4. Go to the <CodeBlocks> and then share > CodeBlocks Templates



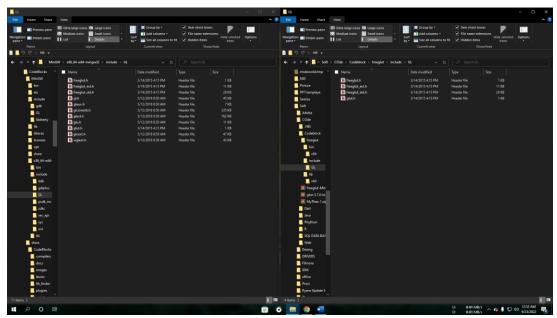
5. Now open "glut.cbp" with Notepad and replace all 'glut32' with 'freeglut'.



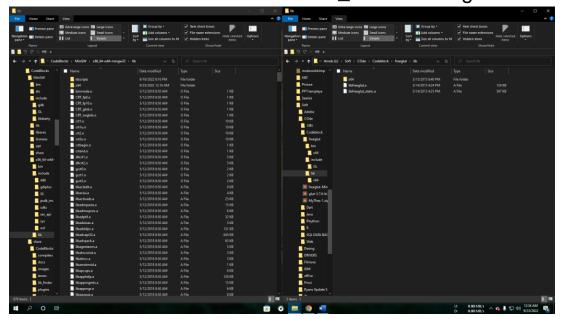
6. Now enter the "wizard" folder > glut then edit "wizard.script" and replace all 'glut32' with 'freeglut'.



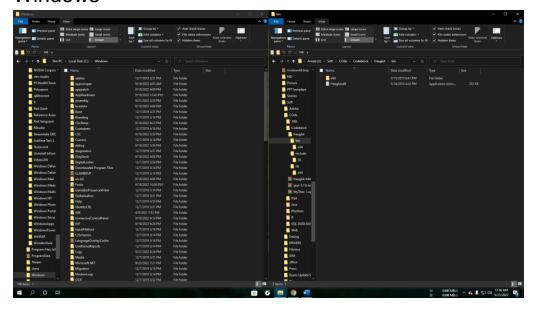
7. Now from <freeglut> enter include > GL copy all file to <CodeBlocks> enter MinGW > x86_64-w64-mingw32 > include > GL



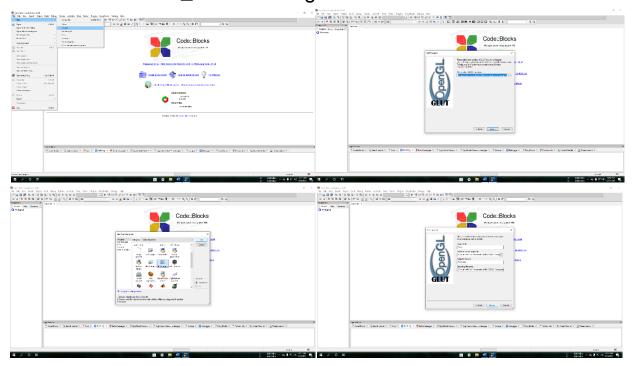
8. Now from <freeglut> enter lib and lib > x64 copy all file to <CodeBlocks> enter MinGW > x86_64-w64-mingw32 > lib



9. Now from <freeglut> enter lib copy all files to C: > Windows



 Now open "CodeBlocks" and open a project of "OpenGL" and select the compiler path to <CodeBlocks> MinGW > x86_64-w64-mingw32



Output:

