

What I have implemented

a window open and the background color is automatically changed

What I could not implemented

None

Additional functionalities beyond project requirements

both for OSX Yosemite and Windows 10

How to use my implementation

on OSX Yosemite

1. install cmake 3.1.1 or above
2. make a build folder in Project1 folder and type cmake ..
then type make
then type ./helloWorld

on Windows 10

1. Make sure you have Visual Studio 2015
2. make a build folder in Project1 folder and type
cmake .. -G "Visual Studio 14 Win64"
3. open helloWorld.sln in the build folder using VS 2015
4. set helloWorld as start project
5. build helloWorld
6. run helloWorld from VS

What operating system and compiler I used

OS X Yosemite, g++ or

Windows10, VS2015

External libraries and additional requirements to compile my projects

GLUT OpenGL CMake VS2015