```cpp
1  #pragma once
2
3  #include <iostream>
4  #include <vector>
5  using namespace std;
6
7  #include <GL/glew.h>
8  #include <GLFW/glfw3.h>
9  #include <glm/glm.hpp>
10
11
12
13 void ErrorCallbackGLFW(int error, const char* description);
14
15 class Graphics {
16 public:
17     Graphics();
18     ~Graphics();
19
20     int Init();
21     void hintsGLFW();
22     void SetupRender();
23     void endProgram();
24     void SetOptimisations();
25     void ClearViewport();
26
27
28     GLFWwindow*     window;
29     int             windowWidth = 640;
30     int             windowHeight = 480;
31     float           aspect;
32     glm::mat4       proj_matrix = glm::mat4(1.0f);
33
34 };
35
```