**Preparing OpenGL**

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The following is a screenshot of the Sample OpenGL application running. As required, I have changed the window title to my name. The main challenge I had to overcome while setting up OpenGL was getting all the include directories and libraries set up correctly. After including the correct directories/libraries in the VC++ Directories in the configuration properties, I also had to go under C/C++ and include the include directories under “Additional Include Directories.” It took me a fair amount of time, but once I included all the appropriate directories and libraries, I was able to successfully run the application.

A screenshot of a computer

Description automatically generated