Project 1 - Hello World!

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What's implemented?

A simple OpenGL window with an oscillating background color is implemented using FreeGLUT. Additionally, pressing the Esc key will close the window.
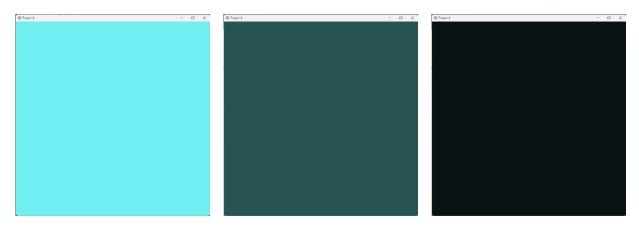

Fig 1. Screenshots depicting the background color animation

What could not be implemented?
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Additional functionalities
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How to use implementation?

```
g++ main.cpp -o main -lfreeglut -lglu32 -lopengl32
```

This command will generate the output file "main" ("main.exe" in Windows) in the working directory.

OS and Compiler

Operating System	Windows 11 (x64)
Compiler	g++

External libraries and additional requirements

No external libraries were used.
No additional requirements (apart from FreeGLUT) are needed.