**Project 1 - Hello World!**

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**What’s implemented?**

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

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| A screenshot of a computer  Description automatically generated | A screenshot of a computer  Description automatically generated | A screenshot of a computer  Description automatically generated |
| 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**

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| *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.