

Assignment 12: create a Vulkan Instance

Following the tutorial on:

<https://vulkan-tutorial.com>

until the Drawing a triangle -> Setup -> Instance section (currently at https://vulkan-tutorial.com/Drawing_a_triangle/Setup/Instance), and create a 640 x 480 window, with title "Assignment 12", and list the global extensions supported by your O.S. Your application should look something like this:

