

Installing OpenGL and Integrating with CodeBlocks

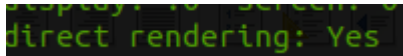
Platform: Ubuntu 14.04.5 LTS. Kernel Version:4.4.0

1. Installing glut:

```
$sudo apt-get install freeglut3-dev
```

2. Test your settings:

```
$sudo apt-get install glxinfo  
$glxinfo
```

A terminal window showing the output of the 'glxinfo' command. The text 'direct rendering: Yes' is visible in green on a black background.

Okay you are done.

3. Integrate with CodeBlocks(16.01):

```
#open Codeblocks(16.01)
```

```
$codeblocks
```

```
#go to settings->compiler...
```

```
#switch to linker settings tab.
```

```
#add the following libraries:
```

```
/usr/lib/x86_64-linux-gnu/libGL.so  
/usr/lib/x86_64-linux-gnu/libm.so  
/usr/lib/x86_64-linux-gnu/libGLU.so  
/usr/lib/x86_64-linux-gnu/libglut.so
```

4. You are done. Build and Run any OpenGL program in your codeblocks.

Installing PROLOG(SWI)

Platform Ubuntu 14.04.5 kernel version:4.4.0

1. Installing SWI Prolog:

```
$sudo apt-add-repository ppa:swi-prolog/stable  
$sudo apt-get update  
$sudo apt-get install swi-prolog
```

2. Run SWI Prolog:

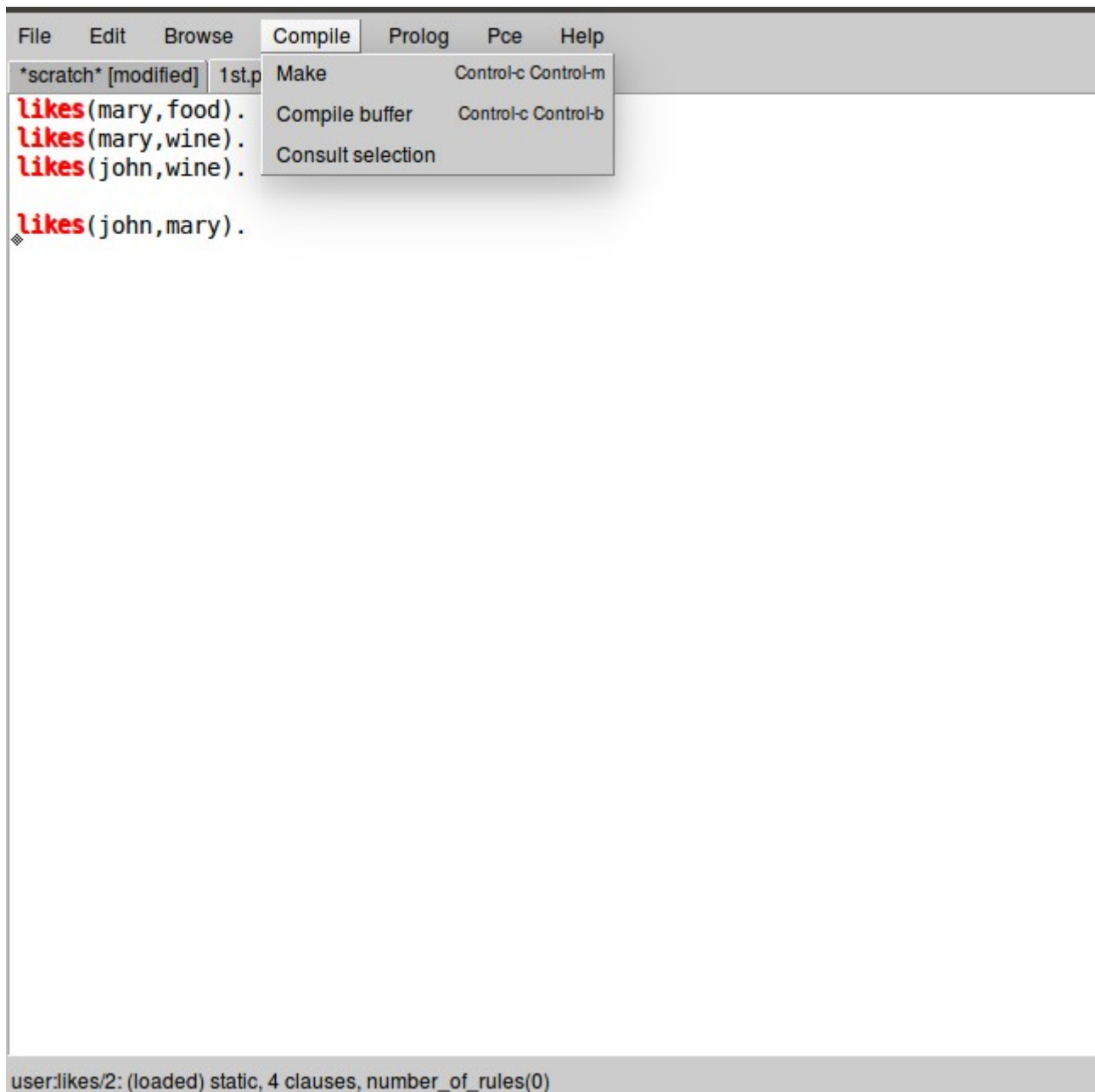
```
$swipl
```

3. Open emacs Editor:

```
emacs. (put dot(.) after any command)
```

4. A Test Program:

```
likes(mary,food).  
likes(mary,wine).  
likes(john,wine).  
likes(john,mary).
```



Compile the file.

Go to the terminal.

For query type:

likes(mary,food).

Output: true.

DONE.