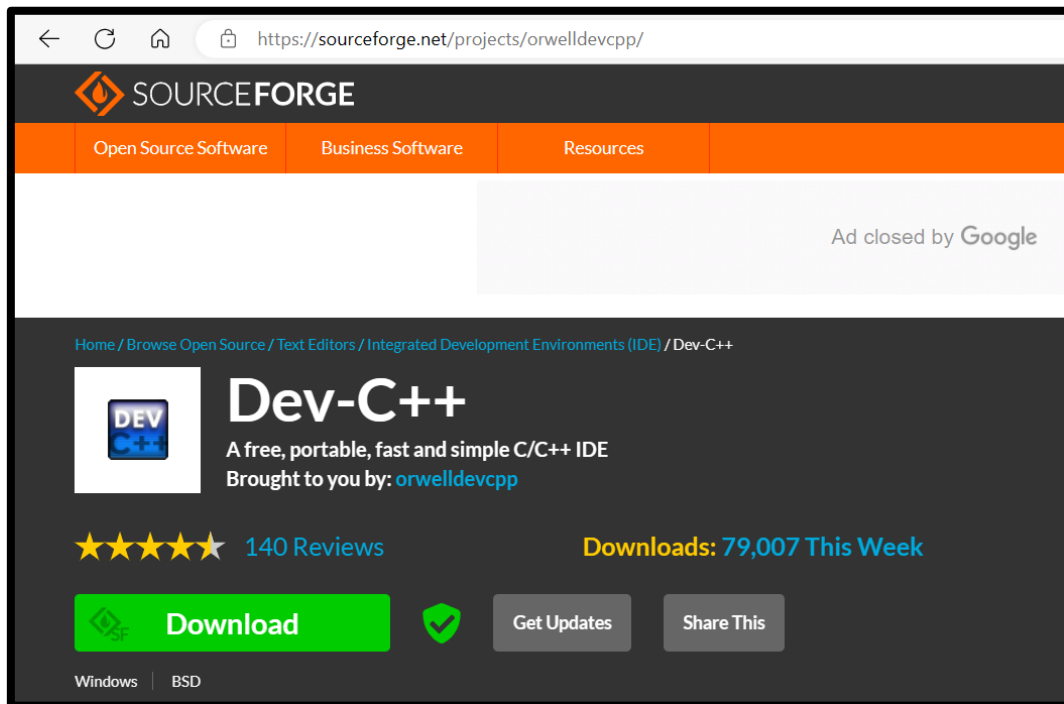


PRACTICAL NO 01

- Install and explore the OpenGL =

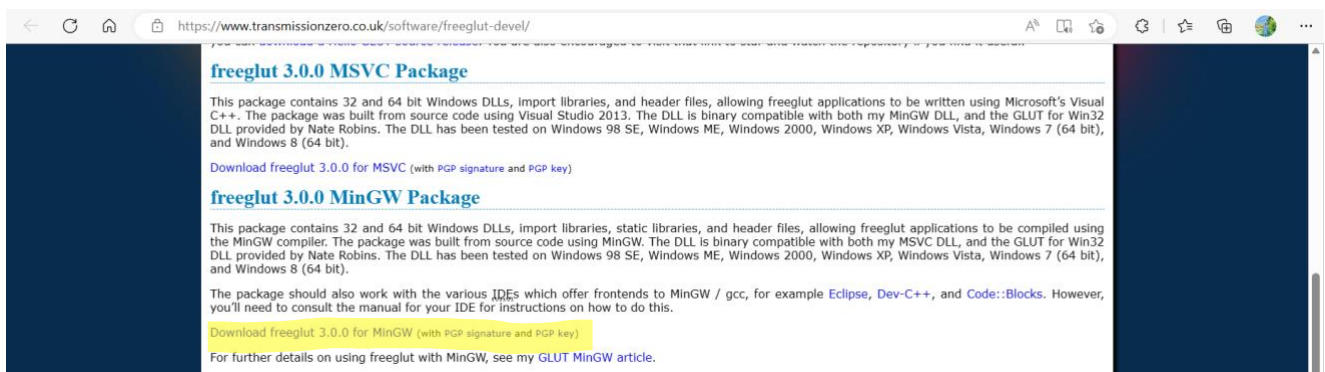
STEP 01-

INSTALL DEV C++ APPLICATION AND INSTALL IT.



STEP 2 –

INSTALL OPENGL FREEGLUT3.0.0 FILE AND EXTRACT IT.








STEP 03-

OPEN FREE GLUT INSTALLED FILE DESTINTION -

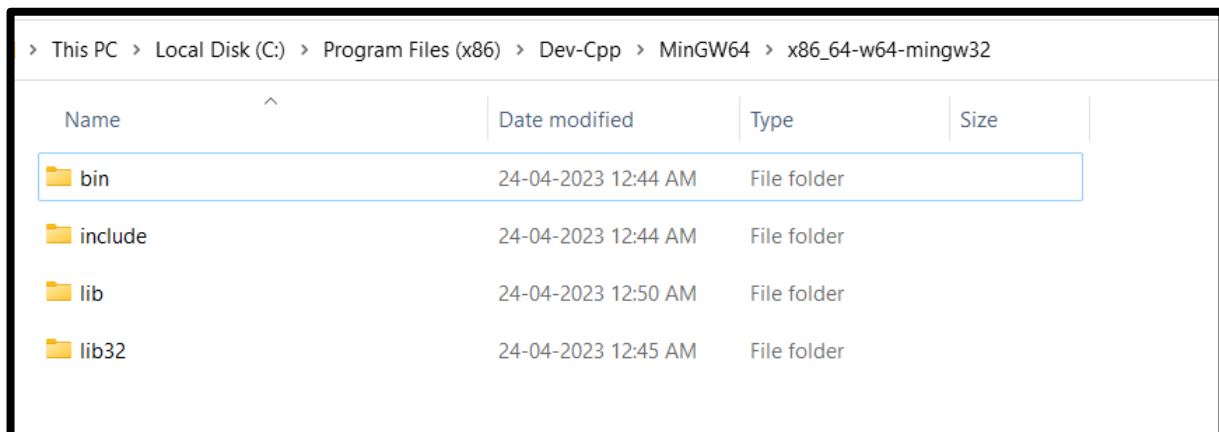
Downloads

freelut-MinGW-3.0.0-1.mp

freelut

Name	Date modified	Type	Size
Yesterday			
 Copying	23-04-2023 11:58 PM	Text Document	2 KB
 Readme	23-04-2023 11:58 PM	Text Document	6 KB
 bin	23-04-2023 11:58 PM	File folder	
 include	23-04-2023 11:58 PM	File folder	
 lib	23-04-2023 11:58 PM	File folder	





ALSO OPEN FOLLOWING PATH-



This PC > Local Disk (C:) > Program Files (x86) > Dev-Cpp > MinGW64 > x86_64-w64-mingw32				
Name	Date modified	Type	Size	
bin	24-04-2023 12:44 AM	File folder		
include	24-04-2023 12:44 AM	File folder		
lib	24-04-2023 12:50 AM	File folder		
lib32	24-04-2023 12:45 AM	File folder		

STEP 04-

IN freeglut OPEN INCLUDE FOLDER COPY ALL FILES AND PASTE IN ABOVE OPEN LOCATION IN INCLUDE FOLDER



> Downloads > freeglut-MinGW-3.0.0-1.mp (1) > freeglut > include > GL				
Name	Date modified	Type	Size	
Today				
 glut	24-04-2023 12:42 AM	C Header File	1 KB	
 freeglut	24-04-2023 12:42 AM	C Header File	1 KB	
 freeglut_ext	24-04-2023 12:42 AM	C Header File	11 KB	
 freeglut_std	24-04-2023 12:42 AM	C Header File	28 KB	

Copy above files and paste in following location

C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\include

STEP 5-

IN freeglut OPEN LIB FOLDER COPY ALL FILES

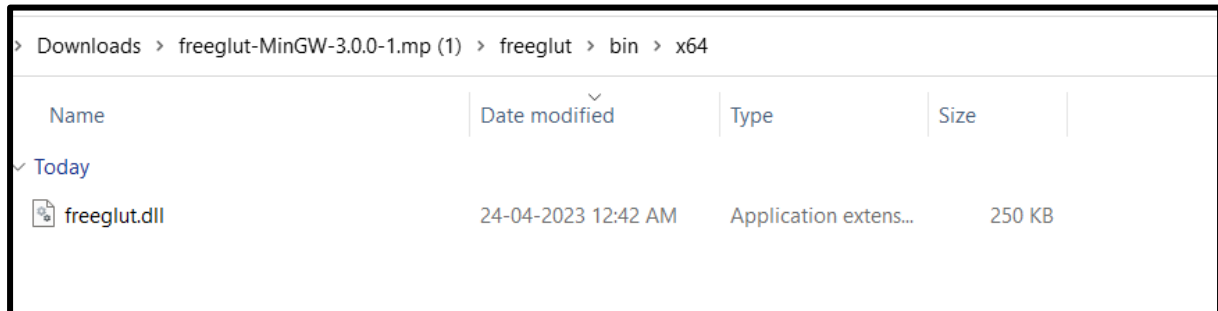
> Downloads > freeglut-MinGW-3.0.0-1.mp (1) > freeglut > lib > x64				
Name	Date modified	Type	Size	
Today				
 libfreeglut.a	24-04-2023 12:42 AM	A File	103 KB	
 libfreeglut_static.a	24-04-2023 12:42 AM	A File	482 KB	

Copy above files and paste in following location

C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\lib

STEP 6-

IN freeglut OPEN BIN > X64 FOLDER COPY ALL FILES



Copy above files and paste in following location

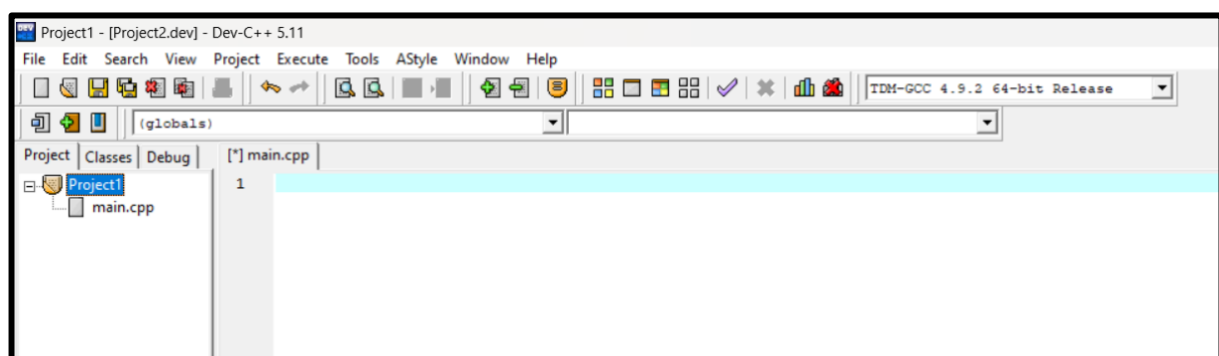
C:\Windows\System32

NOW INSTALLATION PROCESS IS COMPLETE

WE ARE READY TO RUN COMPUTER GRAPHICS PROGRAMS

STEP 7-

NOW OPEN DEV C++ AND CREATE NEW PROJECT

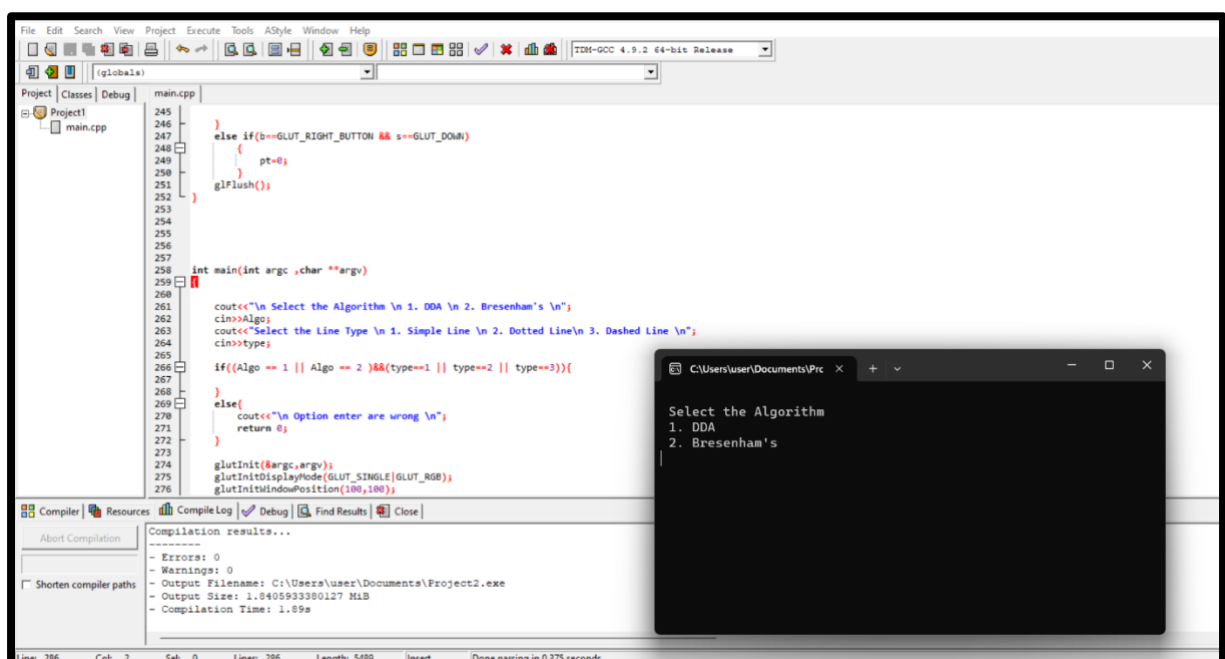
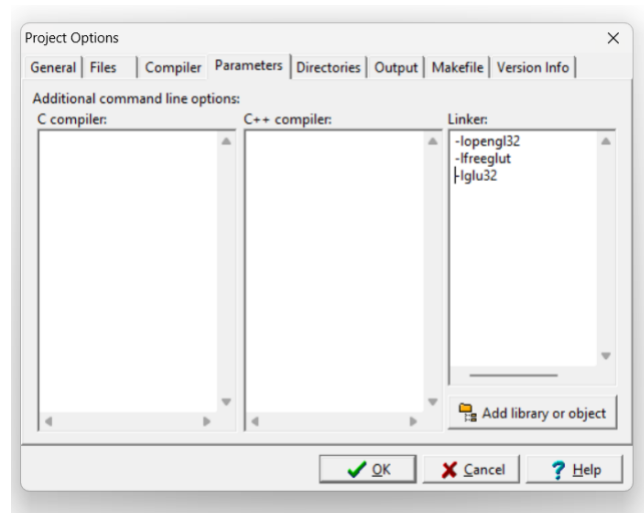


STEP 8-

OPEN PROJECT OPTION AND COPY FOLLOWING COMMANDS IN LINKER OPTION

CLICK ON OK .

NOW YOU ARE READY TO WRITE PROGRAM AND RUN IT



HERE WE SUCCESSFULLY RUN THE PROGRAM