1-2 Assignment: Preparing the Development Environment

In this assignment, I successfully opened and ran the OpenGLSample solution file in Visual Studio without encountering any challenges. Following the instructions, I navigated to the file located in CS330Content\Projects\1-2\_OpenGLSample and opened the SLN file in Visual Studio. The setup activity completed earlier ensured that the necessary libraries and utilities were already configured correctly. As a result, the solution loaded seamlessly, and I was able to review the code in the MainCode.cpp file.

To complete the task, I located the section of code containing the macro for the window title. Specifically, I found the line:

const char\* const WINDOW\_TITLE = "OpenGLSample";

I changed the text inside the quotation marks to display my name, ensuring the window title would update accordingly. After saving the changes, I ran the program, and the OpenGL window launched successfully. The 3D scene, featuring a glass of wine, cheese, and bread, displayed without any issues, and the title bar correctly showed my name as specified.

Overall, the process was straightforward, and everything worked as expected. I didn’t experience any challenges during the setup or execution of the OpenGLSample file. The pre-configured environment made it easy to get started, and the instructions provided were clear and precise. If there are any additional steps or considerations needed for future assignments, I feel confident that this strong start will carry forward. A screenshot of the OpenGL window with the updated title is included to verify successful completion of the task.

