#include <stdio.h>

#include <GL\glew.h>

#include <GLFW\glfw3.h>

// Window Dimensions

const GLint WIDTH = 800, HEIGHT = 600;

int main()

{

// Initialize GLFW

if (!glfwInit())

{

printf("GLFW Initialization Failed!");

glfwTerminate();

return 1;

}

// Setup GLFW Window Properties

// Open GL Version

glfwWindowHint(GLFW\_CONTEXT\_VERSION\_MAJOR, 3);

glfwWindowHint(GLFW\_CONTEXT\_VERSION\_MINOR, 3);

// Core Profile = No Backwards Compatibility

glfwWindowHint(GLFW\_OPENGL\_PROFILE, GLFW\_OPENGL\_CORE\_PROFILE);

// Allow Forward Compatibility

glfwWindowHint(GLFW\_OPENGL\_FORWARD\_COMPAT, GL\_TRUE);

GLFWwindow\* mainWindow = glfwCreateWindow(WIDTH, HEIGHT, "Test Window", NULL, NULL);

if (!mainWindow)

{

printf("GLFW window creation failed!");

glfwTerminate();

return 1;

}

// Get Buffer Size Information

int bufferWidth, bufferHeight;

glfwGetFramebufferSize(mainWindow, &bufferWidth, &bufferHeight);

// Get Context For GLEW to use

glfwMakeContextCurrent(mainWindow);

// Allow Modern Extension Features

glewExperimental = GL\_TRUE;

if (glewInit())

{

printf("GLEW Initialization Failed!");

glfwDestroyWindow(mainWindow);

glfwTerminate();

return 1;

}

// Setup Viewport Size

glViewport(0, 0, bufferWidth, bufferHeight);

// Loop Until Window Closed

while (!glfwWindowShouldClose(mainWindow))

{

// Get + Handle User Input Events

glfwPollEvents();

// Clear Window

glClearColor(1.0f, 0.0f, 0.0f, 1.0f);

glClear(GL\_COLOR\_BUFFER\_BIT);

glfwSwapBuffers(mainWindow);

}

return 0;

}

