



ChatGPT ▾



⟳ Temporary Chat ⓘ

I use glfw, opengl with glew, std\_image for texture,

how do I structure/abstract my project???

When structuring an OpenGL project using **GLFW**, **GLEW**, and **stb\_image**, it's essential to follow a modular and maintainable design. Below is a well-structured approach to abstracting your project.

## 1. Organize Your Files

Separate your project into logical folders:

```
bash                                         ⌂ Copy ⌂ Edit

/MyOpenGLProject
|__ /src
    |__ main.cpp
    |__ /core
        |__ Window.h/.cpp      # GLFW window abstraction
        |__ Shader.h/.cpp       # Shader management
        |__ Texture.h/.cpp      # Texture handling
        |__ Mesh.h/.cpp         # Mesh handling
        |__ Renderer.h/.cpp     # OpenGL draw calls
        |__ Camera.h/.cpp       # Camera abstraction
        |__ Input.h/.cpp        # Input handling
```

Ask anything

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Reason

↑

ChatGPT can make mistakes. Check important info.

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