



ChatGPT



Temporary Chat

I use glfw, opengl with glew, stb_image for teture,

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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