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## “1-2 Assignment: Preparing the Development Environment”

Finally, I am able to follow through the set up process for the OpenGL. It was easy for me to follow the instructions because they were clear. For this course, I will be using the virtual machine that Apporto has given, even though normally I use my own computer for coding and development chores. I wasn't familiar with the Apporto virtual environment, so I was first worried about how it would operate and if using OpenGL on a virtual computer would cause any compatibility problems. But everything went perfectly.

I ran the sample code without any issues, and the virtual machine's performance was steady. The predicted 3D scene with bread, cheese, and a glass of wine was generated using the sample code. It was gratifying to observe that the setup and configuration procedure went well on the first try and that I didn't have to debug any errors or environment or code-related problems.

Interacting with the 3D scene was the one small difficulty I encountered. Moving the mouse around the virtual machine to properly navigate and view the 3D image was a little challenging for me. Because of this, it was a little difficult to thoroughly investigate and take in the scene from various perspectives. Even while it didn't affect the program's main functioning, I will probably need to change the sensitivity or look at different ways to interact with the scene in subsequent tasks, particularly as we begin working on increasingly challenging OpenGL projects.

In general, I had a good experience with the setup procedure, and I feel comfortable utilizing the virtual computer for this course. I expect that as I become used to working in this setting, I'll be better equipped to manage any small difficulties, such mouse movement. I intend to seek advice from my instructor and the course materials if I run into any problems with upcoming assignments. I feel prepared to learn more about OpenGL at this time and am eager to use it in more complex projects.





