

Install OpenGL on Ubuntu

For installing OpenGL on Ubuntu, just execute the following command (like installing any other thing) in terminal :

```
sudo apt-get install freeglut3-dev
```

For working on Ubuntu operating system:

```
gcc filename.c -lGL -lGLU -lglut
```

where filename.c is the name of the file with which this program is saved.

Install OpenGL on windows in Code::Blocks

1. Download code block and install it
2. Go to the [link](http://www.transmissionzero.co.uk/software/freeglut-devel/) and download zip file from the download link that appears after freeglut MinGW package with having link name as Download freeglut 3.0.0 for MinGW and extract it.
(<http://www.transmissionzero.co.uk/software/freeglut-devel/>)
3. Open notepad with run as administrator and open file from
 1. This PC > C:(C-drive) > Program Files(x86) > CodeBlocks > share > CodeBlocks > templates, (then click to show All Files)
 2. Next, open glut.cbp and search all **glut32** and replace with **freeglut**.
 3. Then, open from This PC > C:(C-drive) > Program Files(x86) > CodeBlocks > share > CodeBlocks > templates > wizard > glut (then click to show All Files)
 4. Open wizard.script and here, also replace all **glut32** with **freeglut**
4. Then go to **freeglut** folder (where it was downloaded) and
 1. Include > GL and copy all four file from there
 2. Go to This PC > C:(C-drive) > Program Files(x86) > CodeBlocks > MinGW > include > GL and paste it.
 3. Then, from the download folder freeglut > lib, copy two files and go to This PC > C:(C-drive) > Program Files(x86) > CodeBlocks > MinGW > lib and paste it.
 4. Again go to downloaded folder freeglut > bin and copy one file (freeglut.dll) from here and go to This PC > C:(C-drive) > Windows > SysWOW64 and paste this file.
5. Now open Code::Blocks.
 1. Select File > New > Project > GLUT project > Next.
 2. Give project title anything and then choose Next.
 3. For selecting GLUT's location : This PC > C:(C-drive) > Program Files(x86) > CodeBlocks > MinGW.
 4. Press OK > Next > Finish.
 5. Now, Code::Blocks is ready to test for OpenGL File.