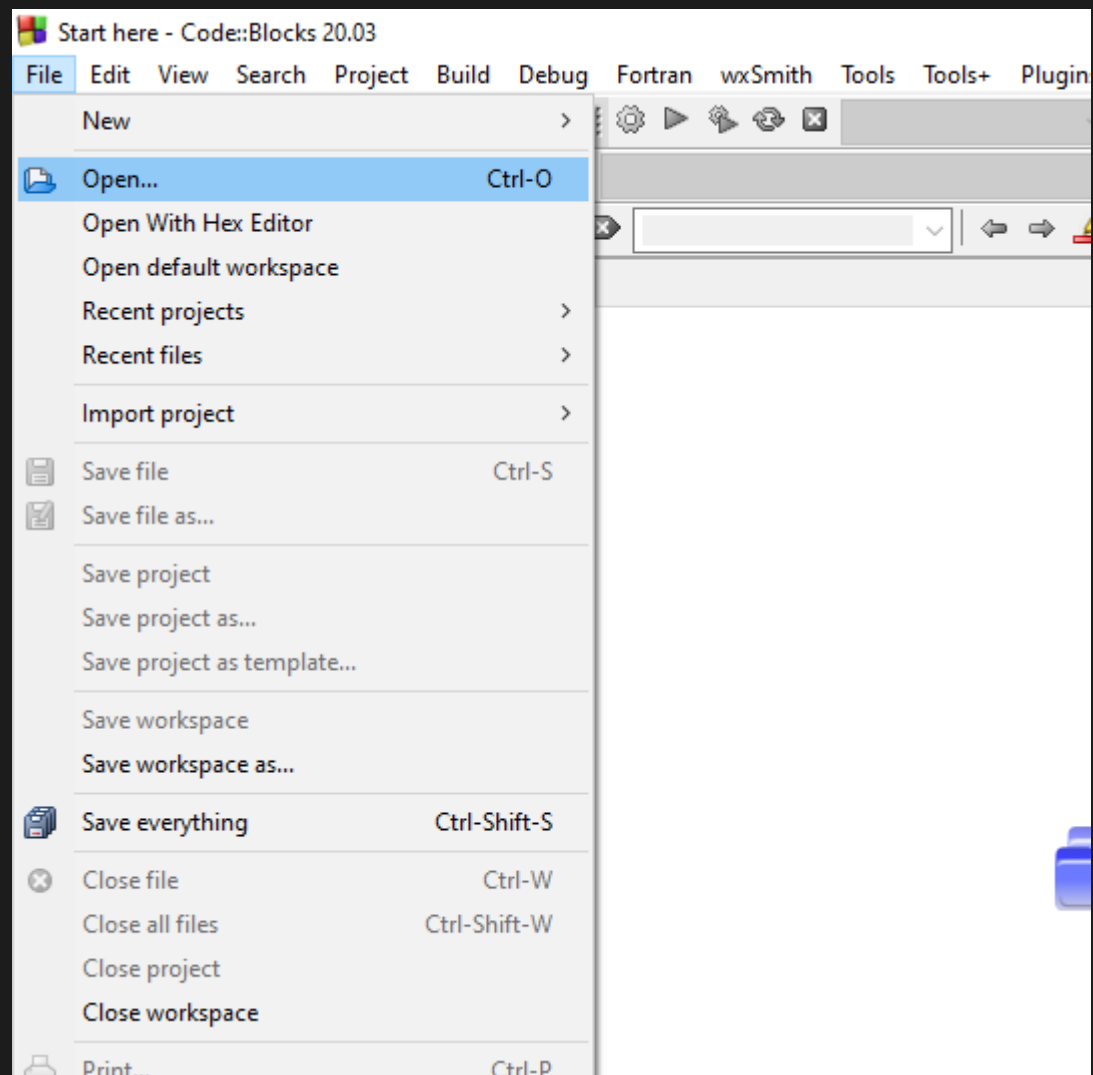
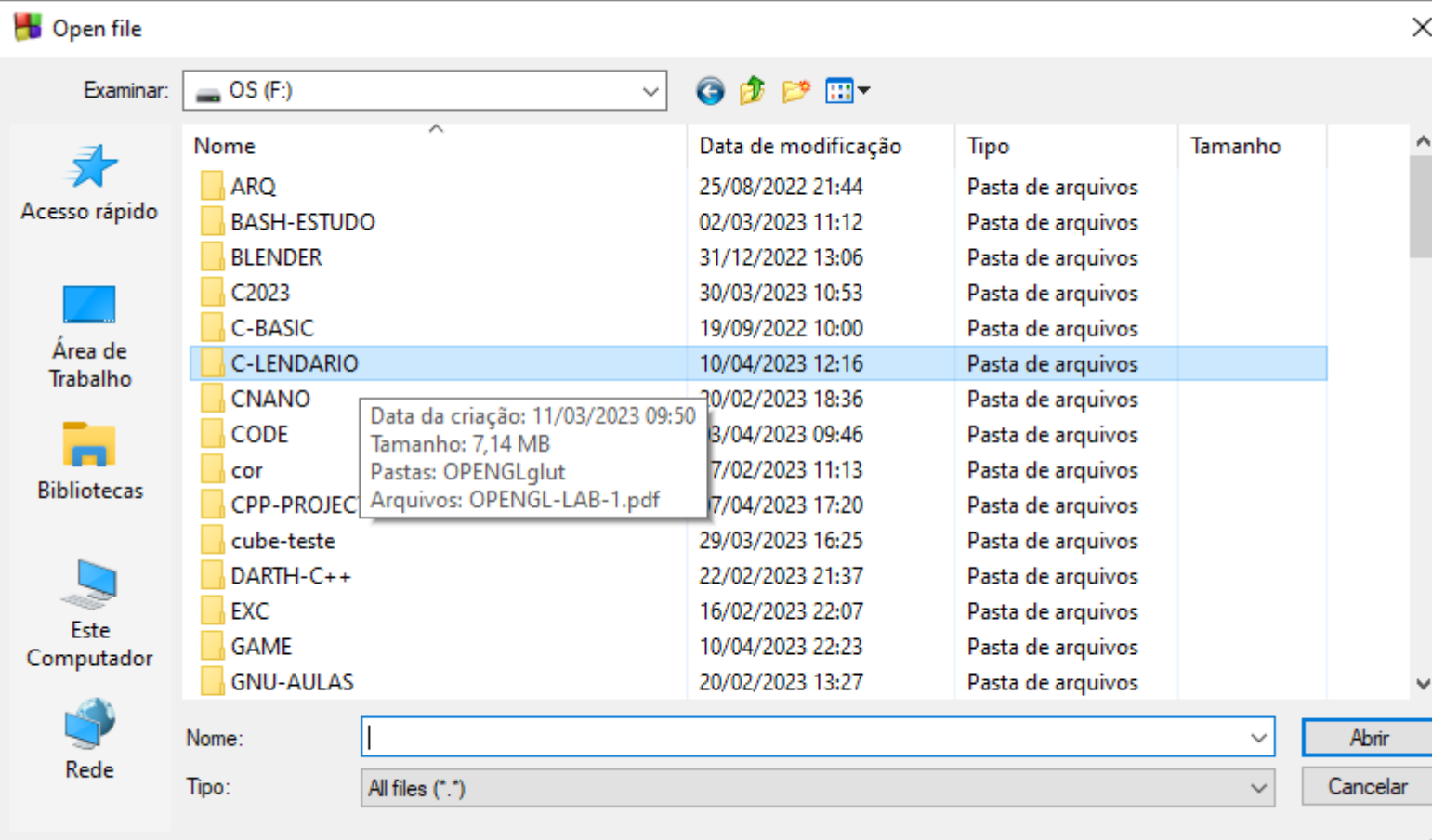
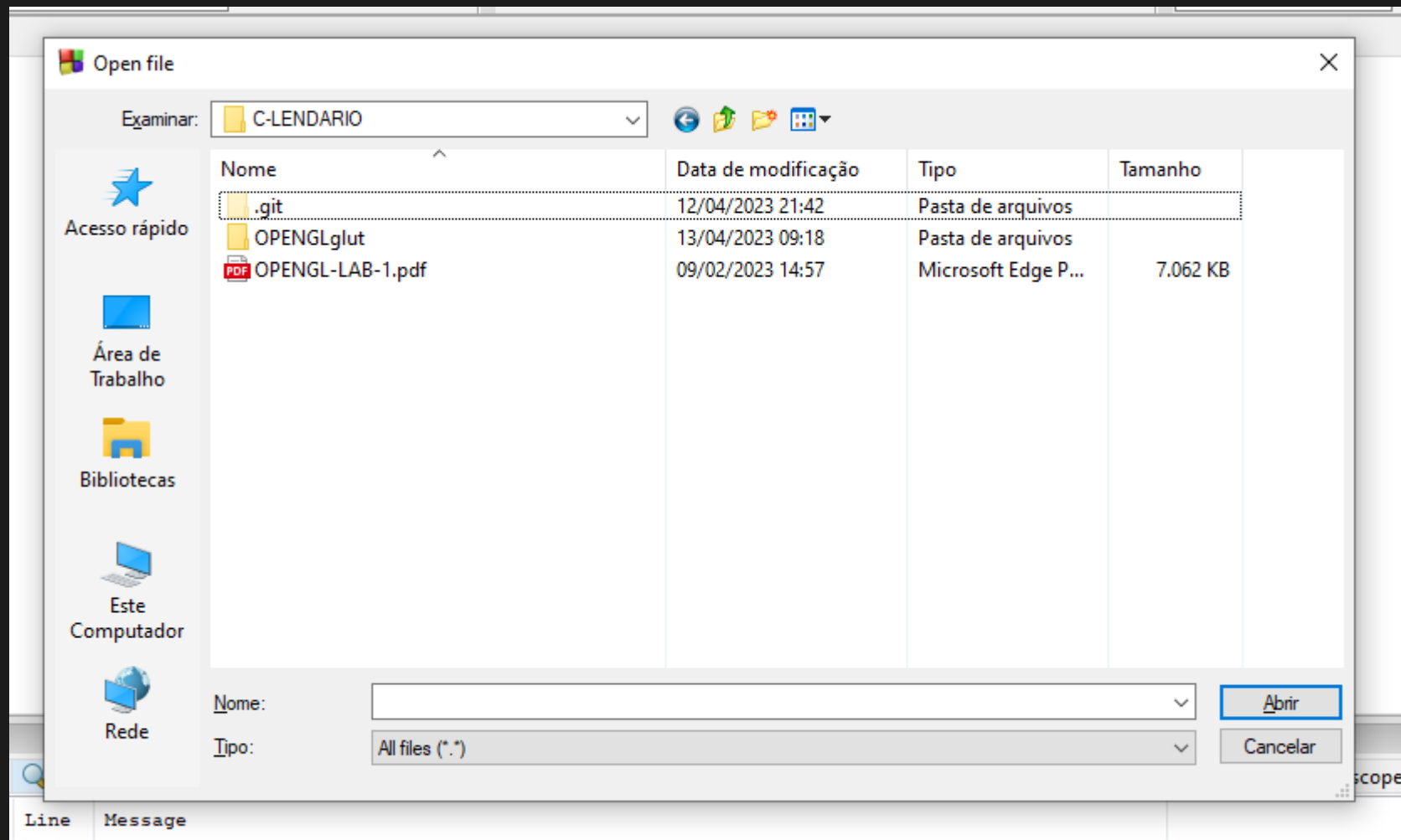


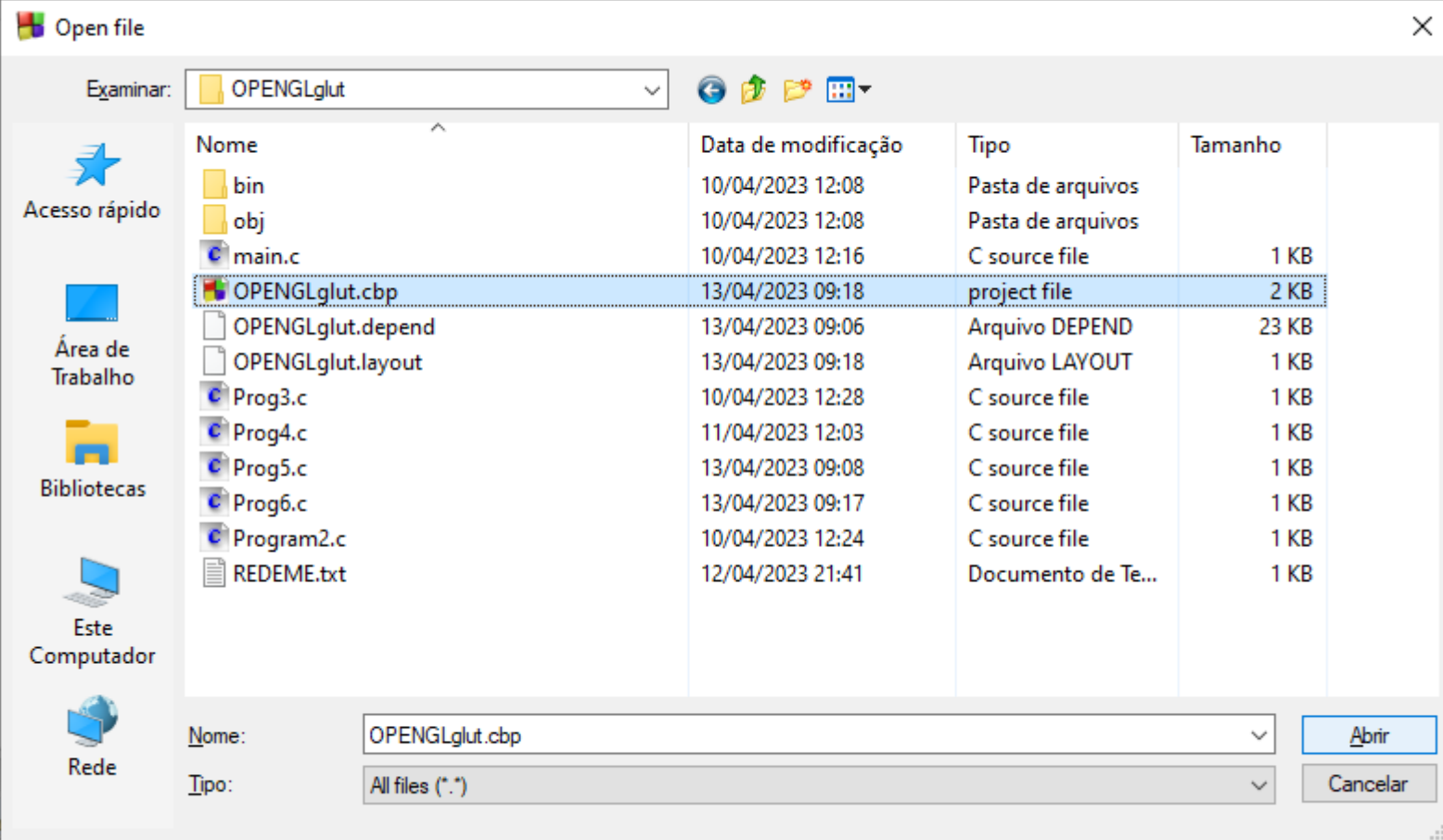
RESOLVENDO O ERRO
NA ABERTURA DOS PROJETOS

ABRINDO O PROJETO

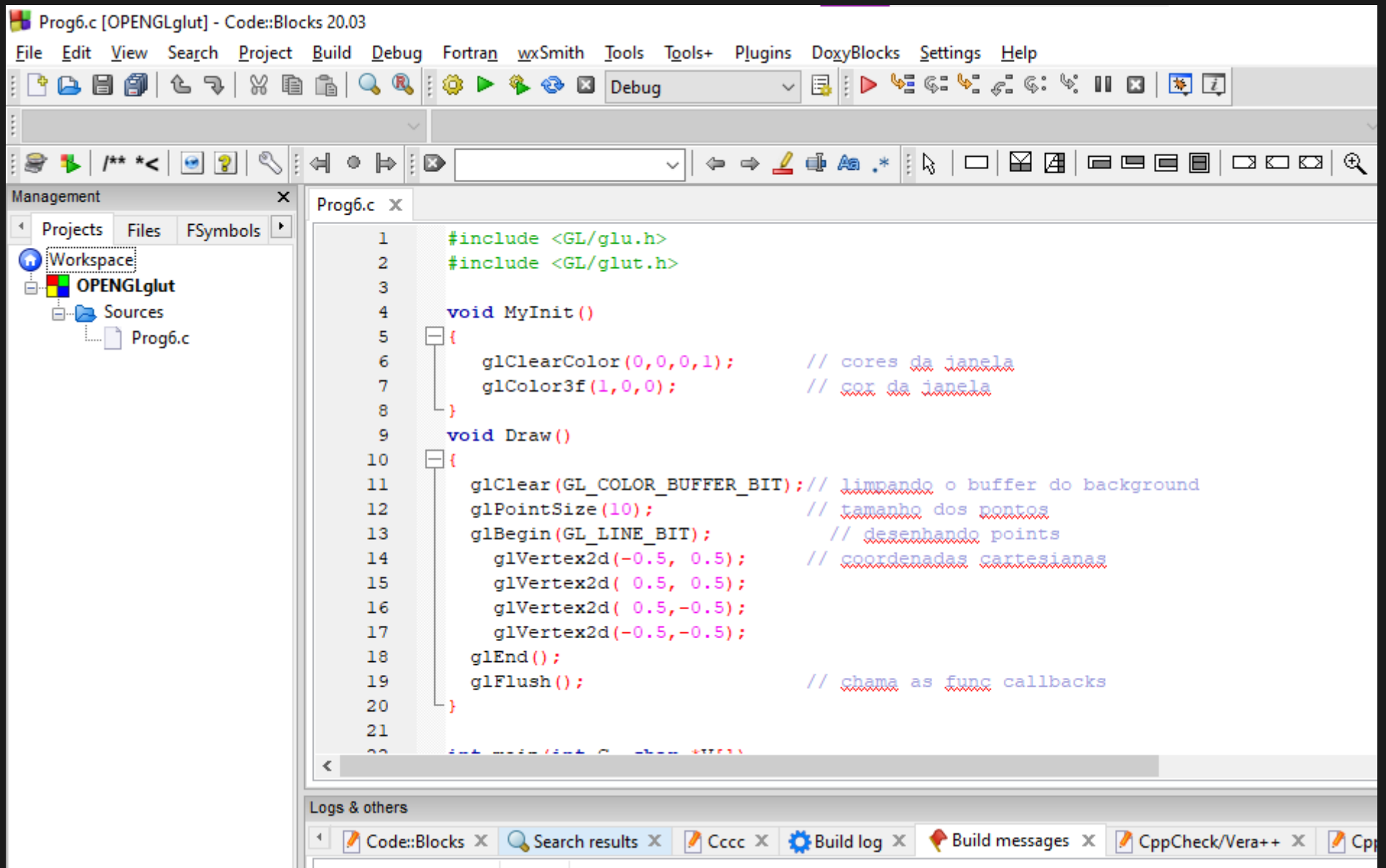


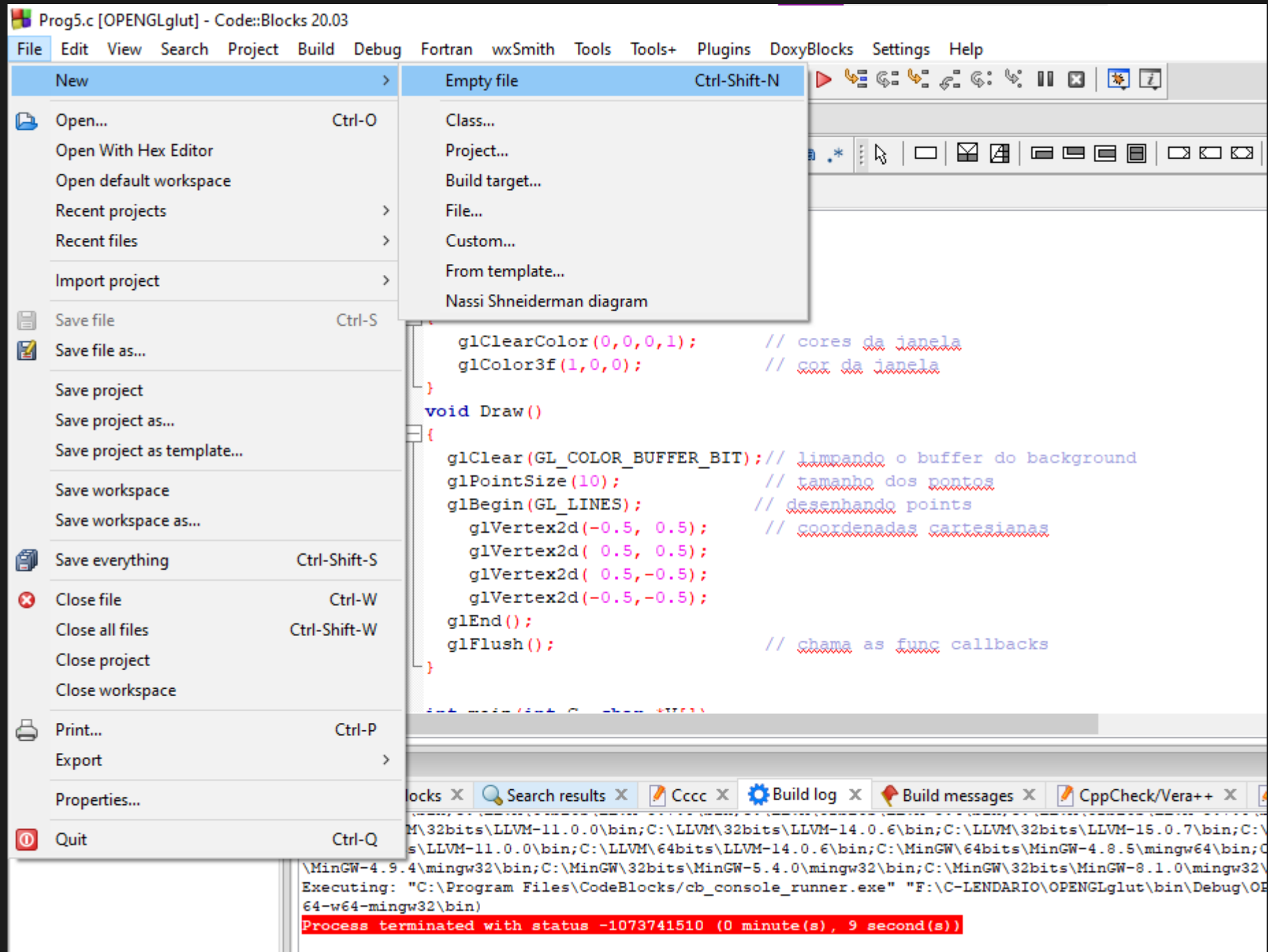






Agora vamos iniciar o projeto



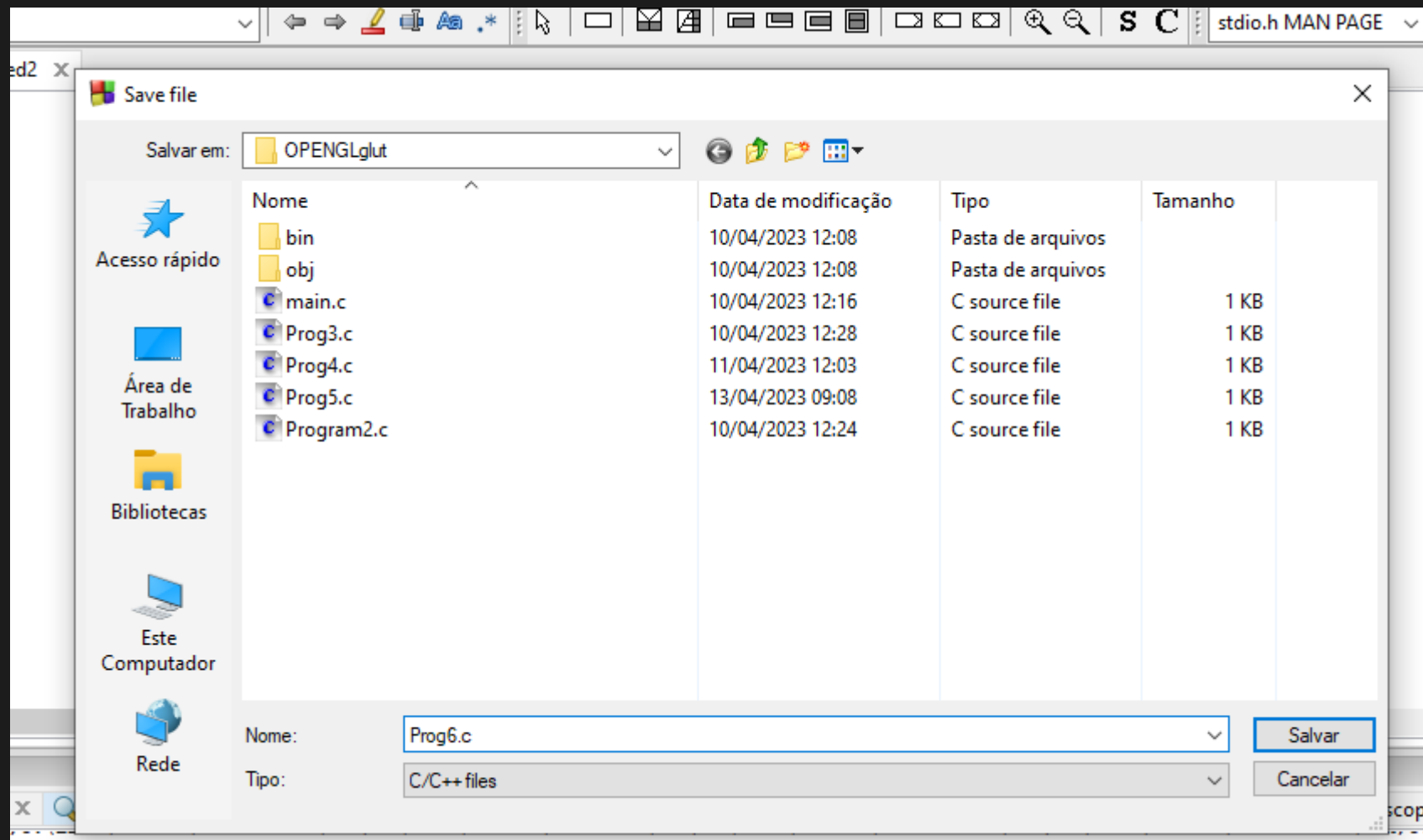


Add file to project

Do you want to add this new file in the active project (has to be saved first)?

Sim

Não



Multiple selection

Select the targets this file should belong to:

- ☒ Debug
- ☒ Release

Wildcard select

Toggle selection

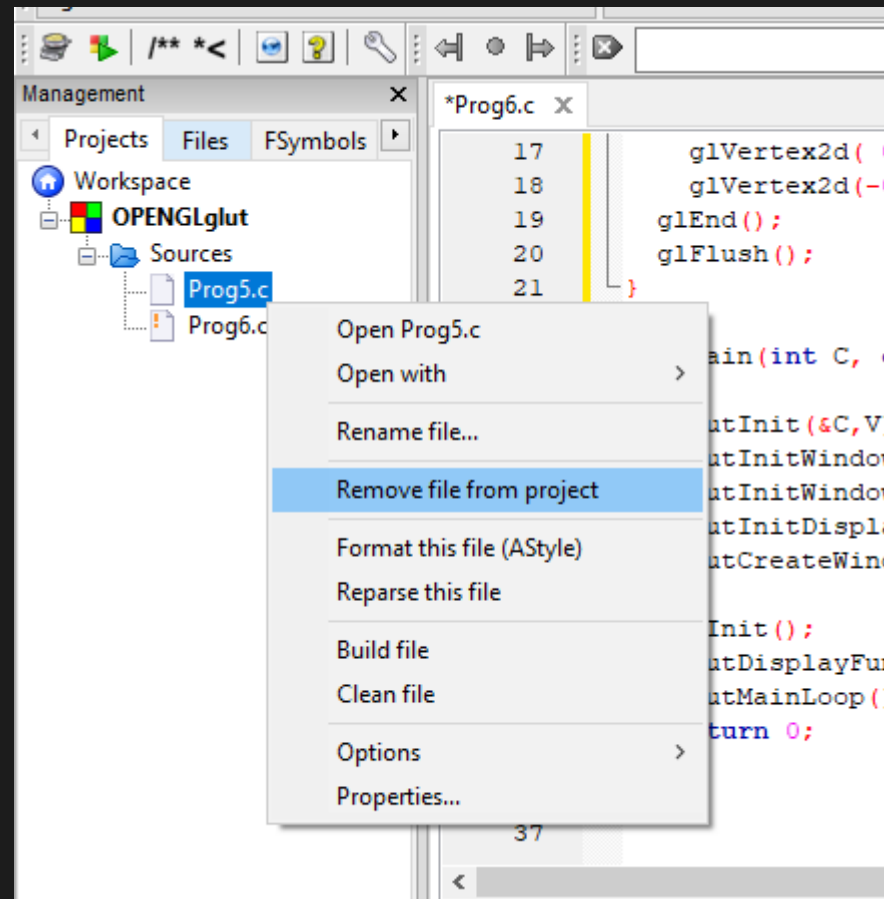
Select All

Deselect All

Selected: 2

OK

Cancel



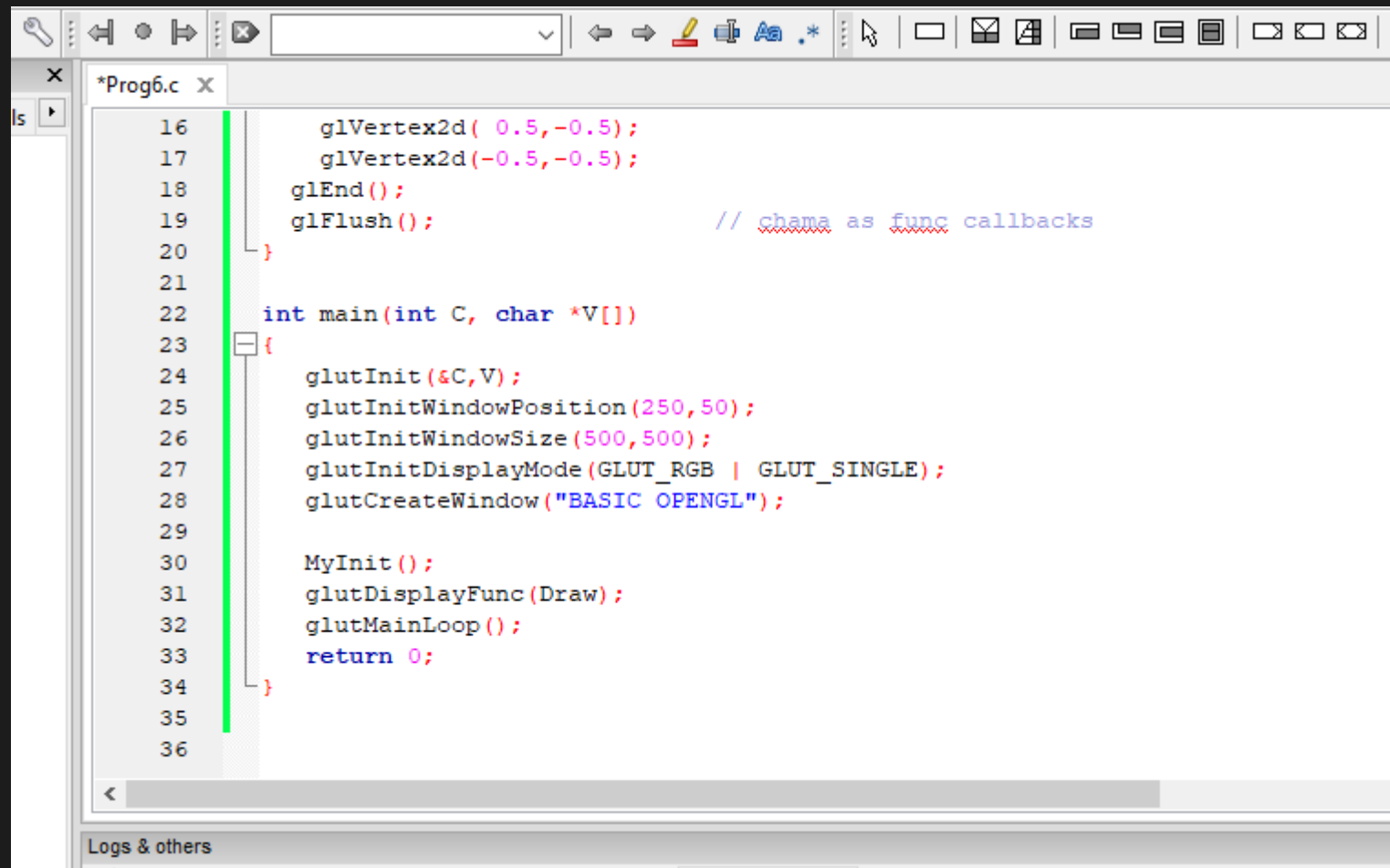
```
*Prog6.c X
1  #include <GL/glu.h>
2  #include <GL/glut.h>
3
4  void MyInit ()
5  {
6      glClearColor(0,0,0,1); // cores da janela
7      glColor3f(1,0,0); // cor da janela
8  }
9  void Draw ()
10 {
11     glClear(GL_COLOR_BUFFER_BIT); // limpando o buffer do background
12     glPointSize(10); // tamanho dos pontos
13     glBegin(GL_LINE_BIT); // desenhando points
14     glVertex2d(-0.5, 0.5); // coordenadas cartesianas
15     glVertex2d( 0.5, 0.5);
16     glVertex2d( 0.5,-0.5);
17     glVertex2d(-0.5,-0.5);
18     glEnd();
19     glFlush(); // chama as func callbacks
20 }
21
22 int main (int argc, char *argv[])
23 {
24     glutInit(&argc, argv);
25     glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
26     glutInitWindowPosition(50, 50);
27     glutInitWindowSize(500, 500);
28     glutCreateWindow("Prog6.c");
29     MyInit();
30     glutDisplayFunc(Draw);
31     glutMainLoop();
32 }
```

Logs & others

The image shows a code editor window titled '*Prog6.c' with a toolbar at the top containing various icons for file operations, editing, and viewing. The code is written in C++ and uses the GLUT and OpenGL libraries to draw a square. The code is as follows:

```
9 void Draw()  
10 {  
11     glClear(GL_COLOR_BUFFER_BIT); // limpando o buffer do background  
12     glPointSize(10); // tamanho dos pontos  
13     glBegin(GL_LINE_BIT); // desenhando points  
14         glVertex2d(-0.5, 0.5); // coordenadas cartesianas  
15         glVertex2d( 0.5, 0.5);  
16         glVertex2d( 0.5,-0.5);  
17         glVertex2d(-0.5,-0.5);  
18     glEnd();  
19     glFlush(); // chama as func callbacks  
20 }  
21  
22 int main(int C, char *V[])  
23 {  
24     glutInit(&C,V);  
25     glutInitWindowPosition(250,50);  
26     glutInitWindowSize(500,500);  
27     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);  
28     glutCreateWindow("BASIC OPENGGL");  
29  
30     // Main Loop  
31     while(1)  
32     {  
33         Draw();  
34         glutSwapBuffers();  
35         glutPostRedisplay();  
36         glutWaitEvent();  
37     }  
38     return 0;  
39 }
```

At the bottom of the IDE, there is a 'Logs & others' panel with several tabs: 'Code::Blocks', 'Search results', 'Cccc', 'Build log', 'Build messages', 'CppCheck/Vera++', and 'CppChe'.



```
16     glVertex2d( 0.5,-0.5);
17     glVertex2d(-0.5,-0.5);
18     glEnd();
19     glFlush();           // chama as func callbacks
20 }
21
22 int main(int C, char *V[])
23 {
24     glutInit (&C,V);
25     glutInitWindowPosition(250,50);
26     glutInitWindowSize(500,500);
27     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
28     glutCreateWindow("BASIC OPENGL");
29
30     MyInit();
31     glutDisplayFunc(Draw);
32     glutMainLoop();
33     return 0;
34 }
35
36
```

Logs & others

