**C++ & Graphics Application Developer Programming Question**

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1.Enclosing Source code and the OpenGL SDK / dependencies to build your source code.

2. Working Executables are present in the release folder. Please double click on the .exe file to view the result. I have also included the mp4 file to show the sample output.

The requirement for running: VS studio environment.

I have to provide an installer you are running without the visual studio environment.

The following is having

Implementation of a shader class responsible to load the Vertex and Fragment shader files.

Implementation of a texture class responsible to load texture files.

Implementation of a camera class. Camera viewing angle using Mouse & Keyboard events to navigate through the scene. Callback handlers for the OpenGL scene to respond to Keyboard & Mouse events.

Implementation of a Mesh class responsible for loading the Vertex Buffer and Vertex Array Objects.

Implementation of a Mesh class responsible for load and render a Wavefront OBJ model.

IMPORTANT NOTE: All the classes should follow SOLID principles, C++ best coding practices for readability, testability, and portability. Output Must have a working code rendering at least (not limited to) below OpenGL elements using texture mapping and loading OBJ models. •

Rendered a Floor, Texture Cubes, and a moving Helicopter.

N.B.: - The textures and models are downloaded from random sites and codes are as per my understanding from the site https://learnopengl.com/.