For codeblocks>>

**glut.h**

C:\Program Files (x86)\CodeBlocks\MinGW\include\GL

**glut32.lib**

C:\Program Files (x86)\CodeBlocks\MinGW\lib

**glut32.dll**

C:\Windows\System32

C:\Windows\SysWOW64

For visual C>>

* Put glut32.dll in: "C:\WINDOWS\system32\"
* Put glut32.lib in: "C:\Program Files\Microsoft Visual Studio 9.0\VC\lib\"
* Put glut.h in: "C:\Program Files\Microsoft Visual Studio 9.0\VC\include\GL\"