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C:\Users\ZHANJ00\Desktop\gpu-programming\1_assignment\build\Release\assignment1.exe
OpenGL Check
Vendor: NVIDIA Corporation
Renderer: GeForce RTX 2070 with Max-Q Design/PCIe/SSE2
Version: 4.6.0 NVIDIA 451.22
Shading Lang: 4.60 NVIDIA

Max vertex shader attribs: 16
Max varying floats: 124
Max tex units vertex shader: 32
Max tex units fragment shader: 32
Max 2d tex size: 32768
Max 3d tex size: 16384
Max draw buffers: 8

Device(s): 1
Device 0
device name: GeForce RTX 2070 with Max-Q Design
compute capability (minor): 5
compute capability (major): 7
multi-processor count: 36
clock rate (GHz): 0.001201
total global memory (Gb): 8.000000
shared memory per block (kb): 49.152000
num registers per block: 65536
warp size (in threads): 32
max threads per block: 1024 x 1024 x 64
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OpenGL Version 4.6
framebuffer size callback: x 512, y 513
framebuffer size callback: x 512, y 514
framebuffer size callback: x 512, y 515
framebuffer size callback: x 512, y 516
framebuffer size callback: x 512, y 517
framebuffer size callback: x 512, y 518
framebuffer size callback: x 512, y 519
framebuffer size callback: x 512, y 521
framebuffer size callback: x 512, y 522
key callback: key 65, scancode 30, action 1, mods 0
key callback: key 65, scancode 30, action 0, mods 0
mouse scroll callback: x 0, y -1
mouse scroll callback: x 0, y 1
mouse scroll callback: x 0, y 1
mouse callback: x 331, y 0
mouse callback: x 331, y 1
mouse callback: x 331, y 2
mouse button callback: button 0, action 1, action 1, mods 0
mouse button callback: button 0, action 0, action 0, mods 0
mouse button callback: button 1, action 1, action 1, mods 0
mouse button callback: button 1, action 0, action 0, mods 0
mouse callback: x 331, y 1
```