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Comp Graphic and Visualization

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During the OpenGL setup, my main challenge was making sure that all required libraries (like GLFW and GLAD) were properly linked. Initially, I got a build error related to missing header files, which I resolved by confirming that the include paths were configured correctly in the solution properties. Once everything was set up, the sample code compiled and ran successfully.

Another minor hiccup came from not seeing the window title change at first—I'd modified the wrong line before realizing the correct macro was in `MainCode.cpp`. After editing the appropriate constant and rebuilding, I saw the change reflected in the window title. The successful launch of the sample scene with the 3D objects confirmed that my development environment was configured properly. The overall experience made me more confident in navigating OpenGL project scaffolding and Visual Studio setup.

