

Steps for step up DEV C++

1. Install Dev C++ in normal way
2. Copy the files “ConsoleApp_cpp_graph.txt” and “6-ConsoleAppGraphics.template”
3. Paste the copied file in C:\Program Files (x86)\Dev-Cpp\Templates
4. Then again copy the files “graphics.h” and “winbgim.h”
5. Paste the copied file in C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\include
6. Copy the file “libbgi.a”
7. Paste file in C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\lib
8. Keep the Dev C++ setting in 32 bit release
9. Then click the new project in Dev C++ and select “console graphic”

Steps for opengl setup

1. Extract file opengl
2. Open “freeglut-MinGW-3.0.0-1.mp\freeglut\include\GL” and copy all .h files
3. Paste in location “C:\ProgramFiles(x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\include\GL”
4. Copy files .a file of location “freeglut-MinGW-3.0.0-1.mp\freeglut\lib\x64”
5. Paste in location “C:\Program Files (x86)\Dev-Cpp\MinGW64\x86_64-w64-mingw32\lib”
6. Copy file .dll of location “freeglut-MinGW-3.0.0-1.mp\freeglut\bin\x64”
7. Paste in location “C:\Windows\System32”
8. Write code in Dev C++ and click right mouse in project name, choose project option and select parameters and provide the mention list. Keep the dev system in 64-bit release.

-lopengl32

-lfreeglut

-lglu32