**Steps to set up OpenGL for MAC using XCode**

* The first step is to [download](https://idmsa.apple.com/IDMSWebAuth/login?appIdKey=891bd3417a7776362562d2197f89480a8547b108fd934911bcbea0110d07f757&path=%2Fdownload%2F&rv=1) & install XCode from Mac App Store.

All the OpenGL libraries we need are pre-installed with Xcode

* Open XCode -> File -> New -> Project -> OS X Application -> Command line tool -> Enter name -> Create.

The project will be created.

* Click on Build Phases -> Link Binary with Libraries -> (+) symbol

1. Search for OpenGL framework -> Add
2. Search GLUT framework -> Add

* Now you are all ready to run your first OpenGL program. Download the test code [here](https://drive.google.com/file/d/1jvouHqPHgpuFOPMIvO_jISMX7kXHAZKz/view?usp=sharing) and paste in the source (main.cpp) file. Hopefully no errors occur. Build and Debug (Just click the run symbol) ;)

Reference: <http://www3.ntu.edu>