**Dear ImGui** is a bloat-free graphical user interface library for **C++**. It outputs optimized vertex buffers that you can render anytime in your 3D-pipeline-enabled application. [It is fast, portable, renderer agnostic, and self-contained (no external dependencies)](https://www3.ntu.edu.sg/home/ehchua/programming/java/J4a_GUI_2.html) [1](https://bing.com/th?id=OIP.rHE4njNWSIcQymNgMRFzvQHaE-).

Here are **five reference links** where you can learn more about **Dear ImGui**:

1. [**GitHub Repository**](https://github.com/ocornut/imgui): The official GitHub repository for **Dear ImGui**, containing the library’s source code, examples, and documentation [1](https://bing.com/th?id=OIP.rHE4njNWSIcQymNgMRFzvQHaE-).
2. [**Wikipedia - Immediate Mode GUI**](https://en.wikipedia.org/wiki/Immediate_mode_GUI): Learn about the immediate mode GUI design pattern, which **Dear ImGui** follows [2](https://en.wikipedia.org/wiki/Immediate_mode_GUI).
3. [**ImGui.NET**](https://github.com/ImGuiNET/ImGui.NET): An **ImGui** wrapper for **.NET**, allowing you to use **Dear ImGui** in your .NET applications [3](https://github.com/ImGuiNET/ImGui.NET).
4. [**Terminal Root - The 7 Best C++ Frameworks for Creating Graphical Interfaces**](https://terminalroot.com/the-7-best-cpp-frameworks-for-creating-graphical-interfaces/): This article discusses **Dear ImGui** and its back-ends for various graphical APIs [4](https://terminalroot.com/the-7-best-cpp-frameworks-for-creating-graphical-interfaces/).
5. [**Java Programming Tutorial - GUI Programming Part 2**](https://bing.com/th?id=OIP.rHE4njNWSIcQymNgMRFzvQHaE-): Although this tutorial is for Java, it provides insights into GUI programming concepts that can be useful when learning **Dear ImGui** [1](https://bing.com/th?id=OIP.rHE4njNWSIcQymNgMRFzvQHaE-).

Happy learning! 🚀