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**CS-330-11421-M01 Comp Graphic and Visualization**

**1-2 Assignment: Preparing the Development Environment**

**Southern New Hampshire University**

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In completing this assignment and setting up OpenGL, I encountered several challenges. Initially, I faced issues with missing dependencies, which caused the project to fail during the build process. Specifically, I needed to install the .NET desktop development and the desktop development with C++ modules.

To resolve these issues, I ensured that my development environment was correctly configured by installing the latest version of Microsoft Visual Studio. I also reviewed the assignment code in the OpenGLSample SLN and MainCode.cpp files to understand the project's structure and locate the necessary code.

Despite these challenges, I successfully modified the code and ran the project, confirming that the window title changed to my name and the 3D scene rendered correctly.A screenshot of a computer program

Description automatically generated

A computer screen shot of a wine bottle and a lamp

Description automatically generated