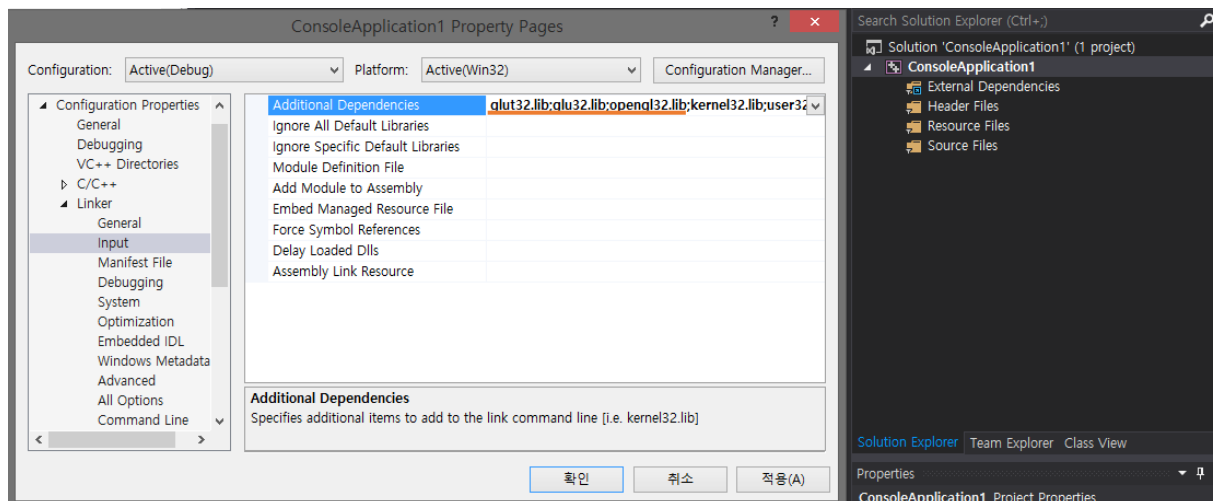


## Assignment0

2013147513 Cho young jae

1. Install OpenGL
2. Move each files to appropriate directory
  - glut.h -> C:\Program Files (x86)\Windows Kits\8.1\Include\um\Wgl
  - glut.lib, glut32.lib -> C:\Program Files (x86)\Windows Kits\8.1\Lib\winv6.3\x86
  - glut.dll, glut32.dll -> c:\Windows\System32
3. Include glut32.lib, opengl32.lib, kernel32.lib



4. Run main



## 5. Result

