The folder includes make files.

Cd to the folder and use `make -B` to compile.

The built binary will save in build folder.

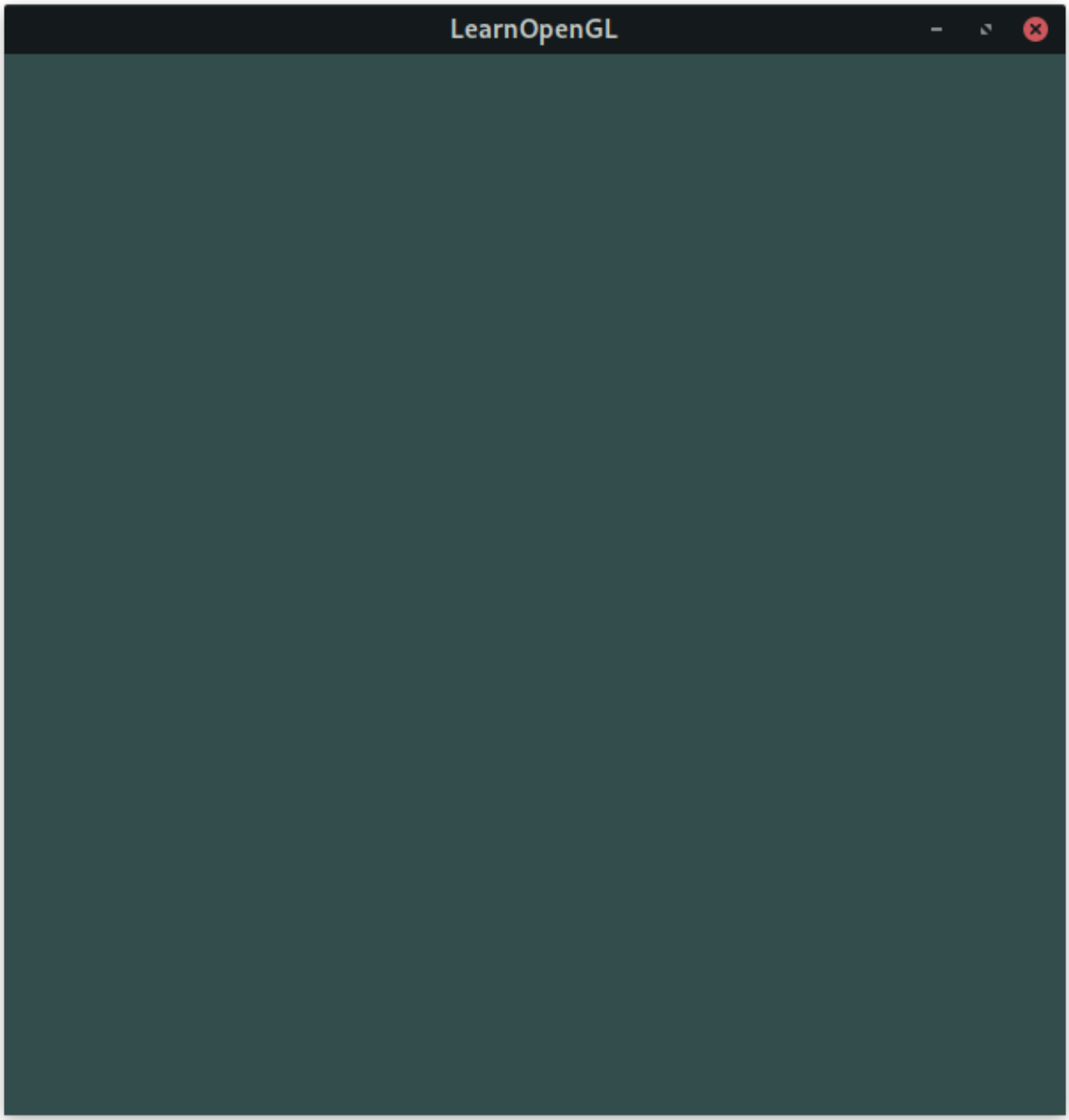
Cd to build folder and use `./fileName` to run.

```
~/Game Development/game >>> cd Circles
~/.../game/Circles >>> make -B
mkdir -p build
mkdir -p build/inter
gcc -I ./glad/include ./glad/src/glad.c -c -o ./build/inter/glad.o
g++ -g -I ./glad/include -I ./glm/include circles.cpp ./build/inter/glad.o -lglfw -ldl -o build/circles
~/.../game/Circles >>> cd build
~/.../Circles/build >>> ./circles
DEBUG :: selected circle : 0x55795f749350 is_drawing 1
DEBUG :: selected circle : 0x55795f753e60 is_drawing 1
DEBUG :: selected circle : 0x55795f753e60 is_drawing 0
DEBUG :: selected circle : 0x55795f756610 is_drawing 1
DEBUG :: selected circle : 0x55795f749350 is_drawing 0
DEBUG :: selected circle : 0x55795f756660 is_drawing 1
DEBUG :: selected circle : 0x55795f756660 is_drawing 0
DEBUG :: selected circle : 0x55795f755670 is_drawing 1
DEBUG :: selected circle : 0x55795f749350 is_drawing 0
DEBUG :: selected circle : 0x55795f756610 is_drawing 0
DEBUG :: selected circle : 0x55795f755670 is_drawing 0
DEBUG :: selected circle : 0x55795f74f200 is_drawing 1
DEBUG :: selected circle : 0x55795f756700 is_drawing 1
DEBUG :: selected circle : 0x55795f742640 is_drawing 1
DEBUG :: selected circle : 0x55795f753b80 is_drawing 1
DEBUG :: selected circle : 0x55795f7566b0 is_drawing 1
DEBUG :: selected circle : 0x55795f73fbe0 is_drawing 1
DEBUG :: selected circle : 0x55795f1fefa0 is_drawing 1
```

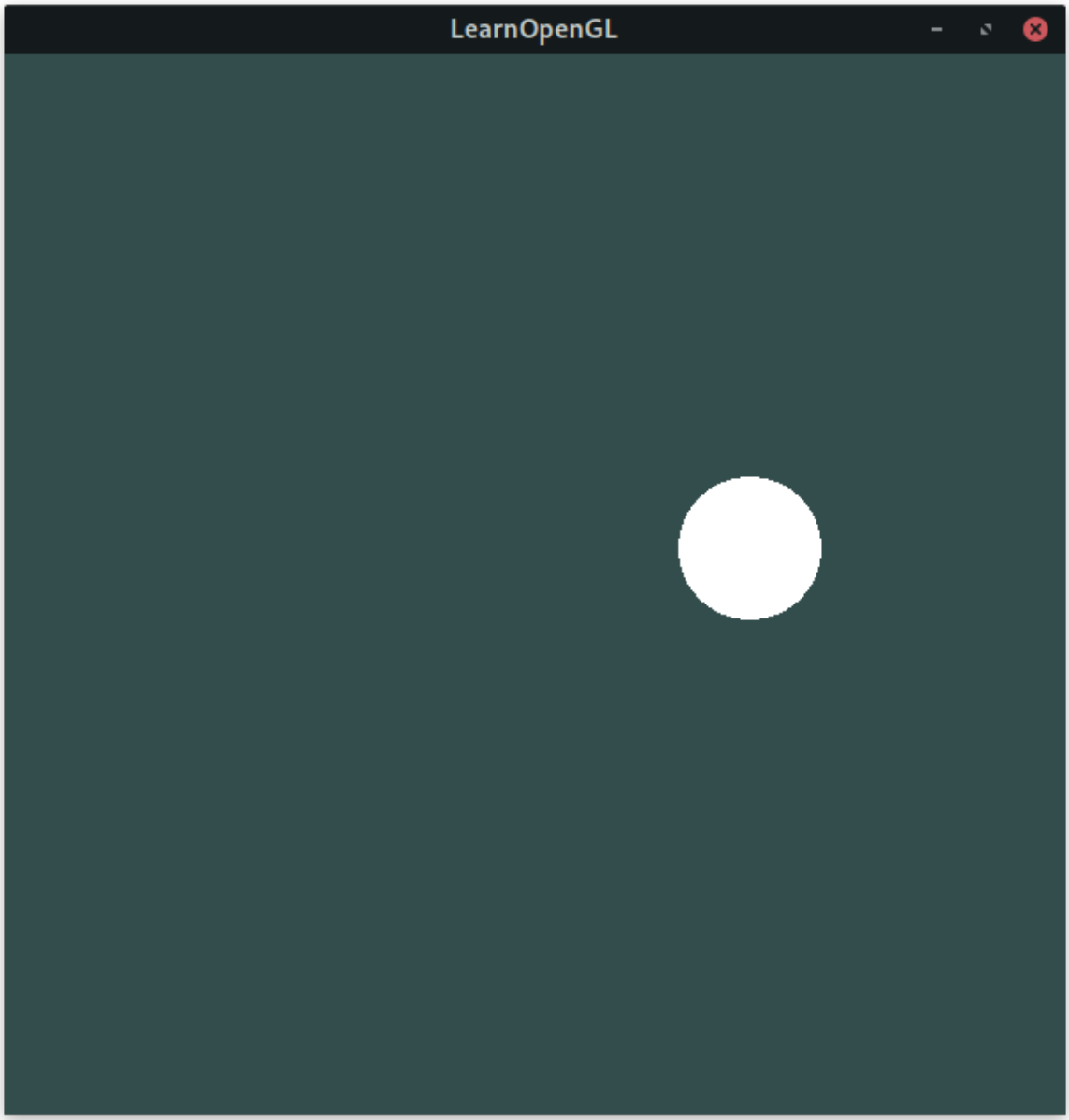
(**is_drawing 1** means user is **drawing**,

is_drawing 0 means user is **moving**)

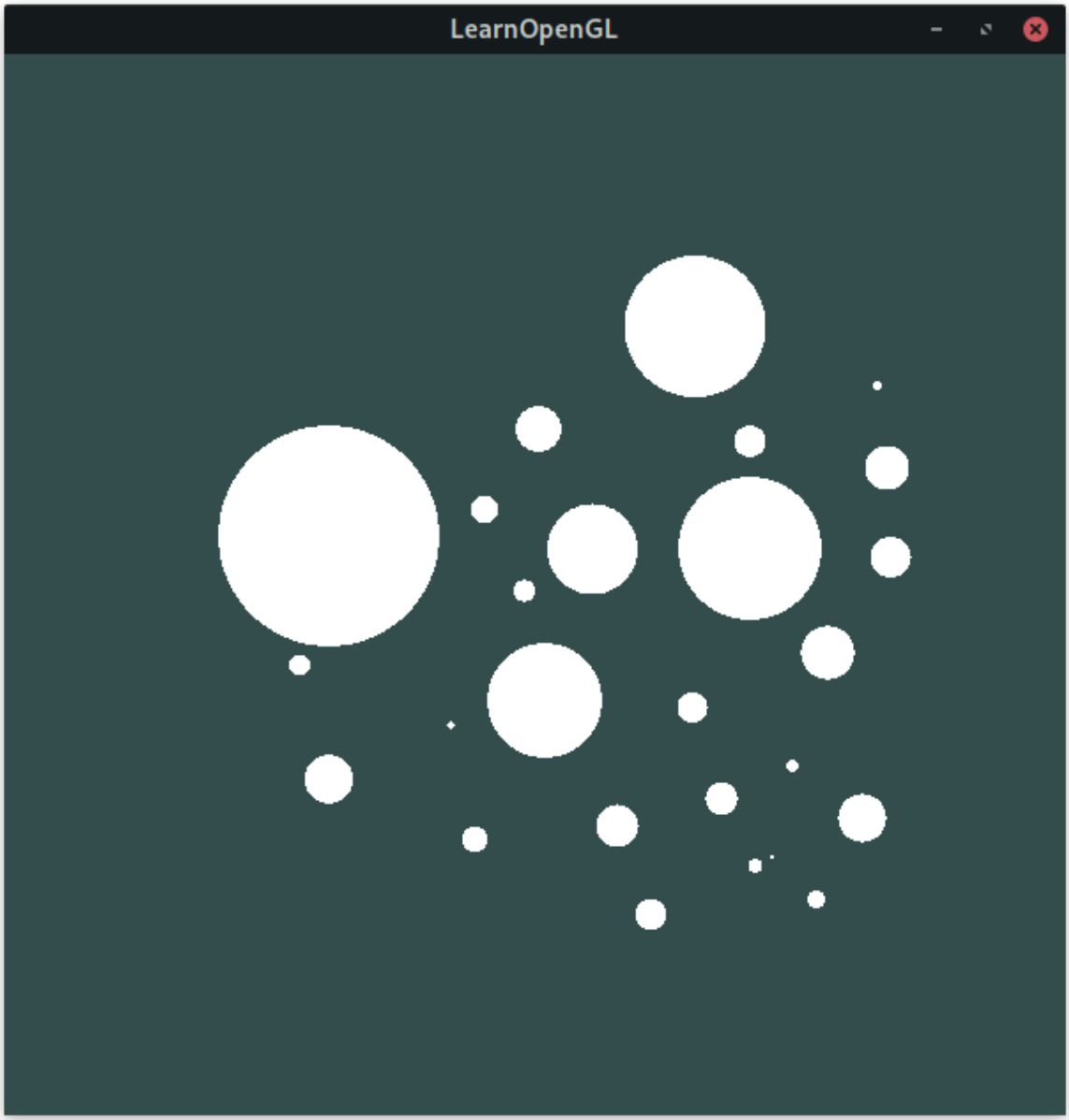
The first window you see:



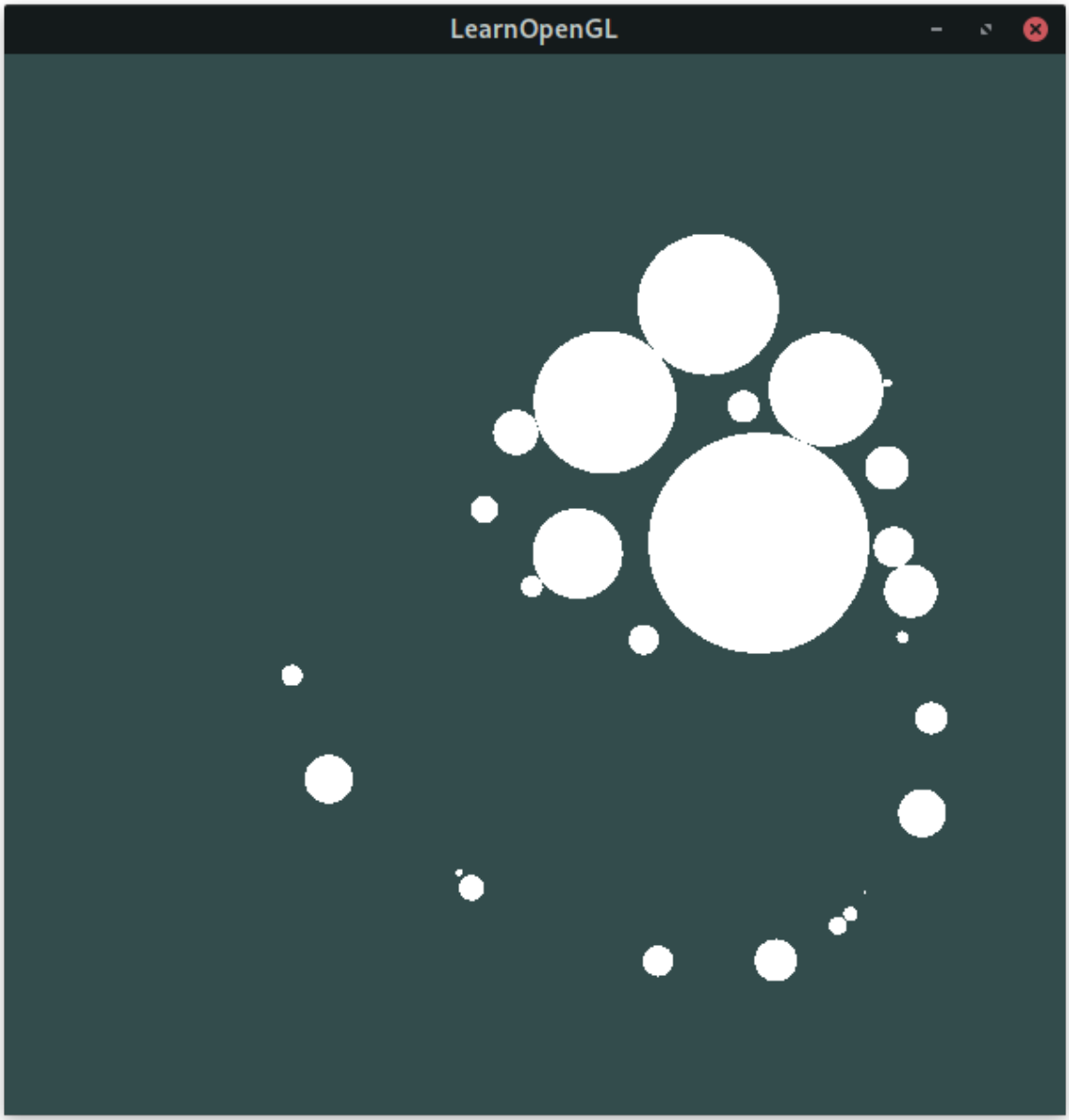
Click on the window and move to create a circle:



You can create different circles with different sizes wherever you want:



And then move them: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