**Resources: Programming in C++**

**Installing OpenGL**

**Ubuntu-like Linux (including Windows Subsystem for Linux)**

Use `apt-get` to install the correct packages

```
sudo apt-get update
sudo apt-get install freeglut3-dev lib glu1-mesa-dev lib gl1-mesa-dev
```

**Windows**

Use the [“Windows Subsystem for Linux”](#) selecting the “Ubuntu” option for installation. After installation, from within the `bash` prompt, follow the instructions below for Ubuntu-like Linux.

Use the [X Windows Installation Instructions](#).

[Irfanview PPM image viewer](#).

**Mac OS X**

Install the command line developer tools. See the first part of [these instructions](#).

Use the [X Windows Installation Instructions](#).

**No-Install Option**

Use the computers in the Smith building. You can do this physically in the lab, or you can remotely connect to the systems to create and run your programs.