

# 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 libglu1-mesa-dev libgl1-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.