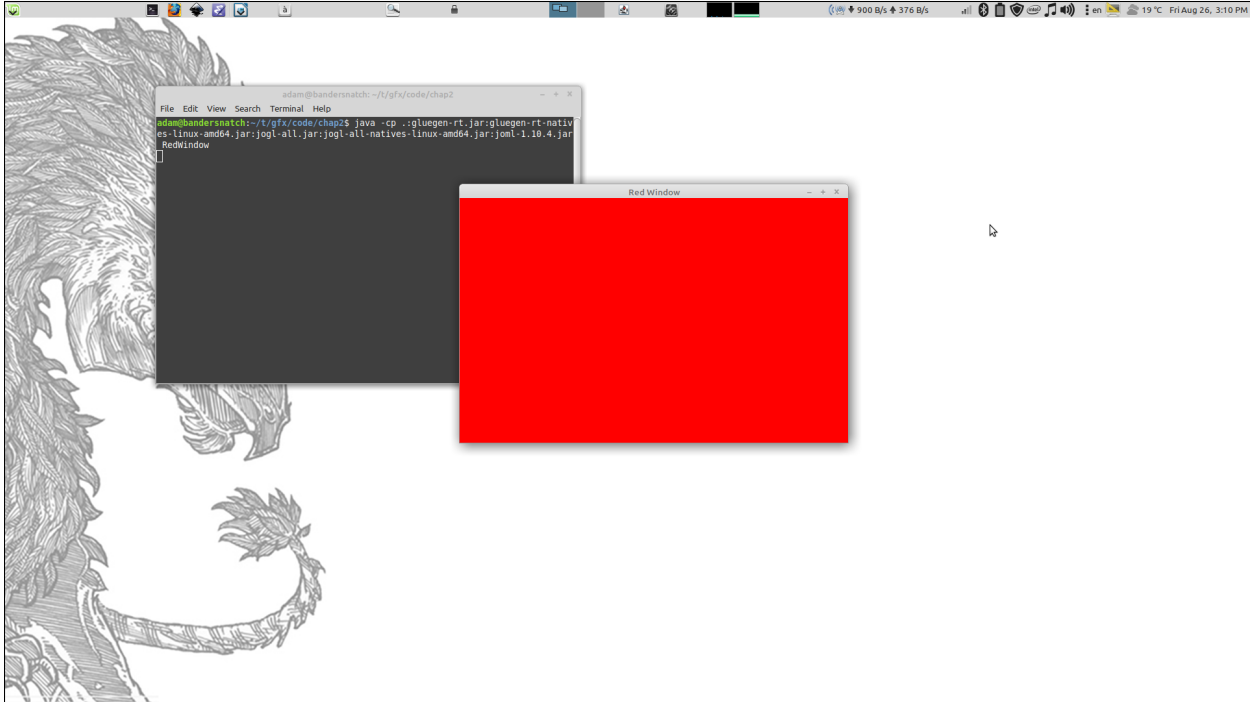# HW 1: Setting Up Your Environment

Your job is to set up your environment, in order to use OpenGL. Unlike other assignments, all you need to turn in is a screenshot of your desktop, that shows you running `RedWindow.java`. Your file should be called `redwindow.png`. Here is a sample of what it should look like:



The challenging part is going to be setting up your computer to use OpenGL:

1. The first step is to download the proper JAR files. If you are on a relatively new system that is running Windows, Linux, or MacOS, you should be able to do this from the class webpage. Find `CSCI315-jars.zip`, save it to your computer, and discard the files that aren't relevant to your operating system. *Remember where you save these files on your computer.*

2. Your computer's `classpath` is a list of all the JAR files that Java has access to. It must include the full names and locations of every JAR file you wish to use. You may permanently modify this system-wide on your computer, or do so on a project-by-project basis. However, the precise details will depend on what kind of machine you're working with, and what coding environment you prefer (Eclipse, BlueJ, etc.). You will have to do some online research to figure out how to do this on your machine.

3. You can download `RedWindow.java` from the class web page as well. It is one of the pieces of sample code from Chapter 2 of the textbook.

4. If you have it working, it should compile and run without error. If it can't find the JAR files, it will give you numerous errors (around 20) saying that it cannot find packages and doesn't understand complex variable types that were in these packages.

Good luck!