

# Comp480

Programming Assignment #1

Due Feb.-13 (Fri.) (before 11:59pm)

Difficulty: easy

**Objective:** Understand a compilation and basic structure of a simple OpenGL code.

**Developing environment:** Windows OS is recommended

## Requirements:

- 1) Compile run and the sample code of Julia.cpp.
- 2) Understand the basic OpenGL code structures including header files, libraries, main, and various call-back functions.
- 3) Set the reshape function of the Julia.cpp as the following:

```
void reshape( int w, int h)
{
    width = w;
    height = h;
    glViewport(0, 0, w, h );
}
```

(This modification is already made in the Julia\_PA1\_skeleton\_code.cpp.)

- 4) Make the Julia\_PA1\_skeleton\_code to run properly when we resize the window.  
(Hint: display () needs be modified accordingly.)
- 5) What is the main result by modifying the original reshape function of Julia.cpp into the reshape function shown in above?

**Policies:** Everyone must turn in their own assignment. You can collaborate with others, but any work that you turn in should be your own. Turn in your work by emailing an archived and compressed version of it (source and executable) to TA (Mr. Bochang Moon).