

## Lab 1

### Question 1:

Using Open GL draw three dots at the following locations

(100, 50);  
(100, 130);  
(150, 130);

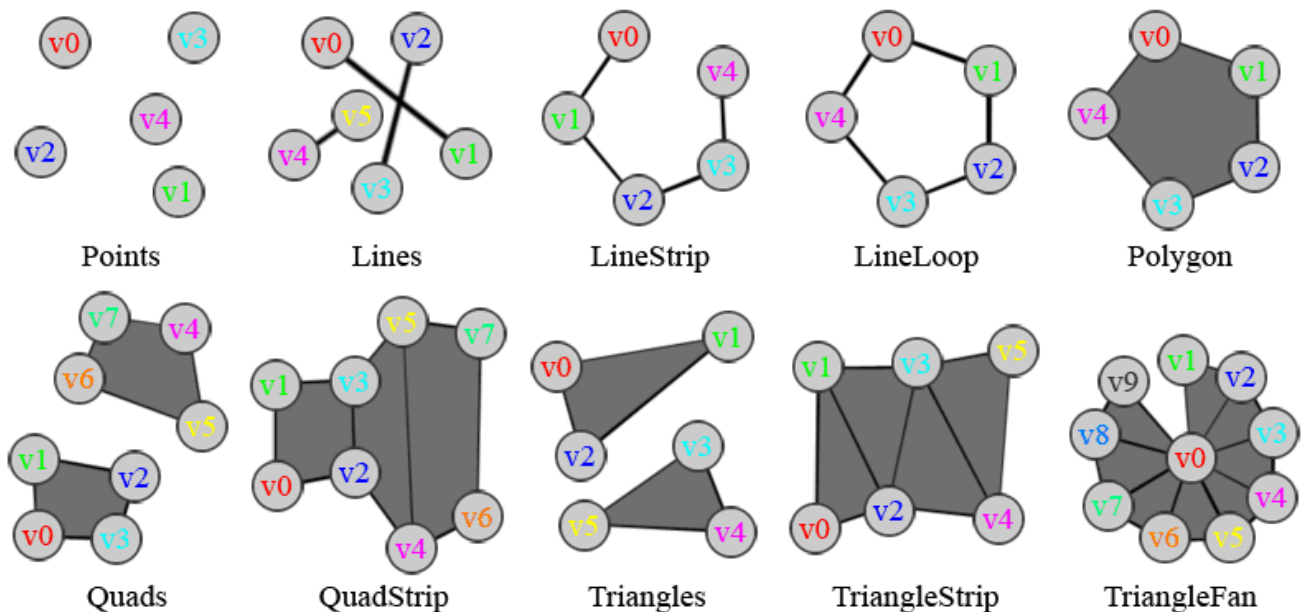
## **Question 2:**

Using the code of the previous example, change the primitive (GL\_POINTS) into:

- GL\_LINES
- GL\_LINE\_STRIP
- GL\_LINE\_LOOP
- GL\_TRIANGLES
- GL\_TRIANGLE\_STRIP
- GL\_TRIANGLE\_FAN
- GL\_QUADS
- GL\_QUAD\_STRIP
- GL\_POLYGON

### **Notes:**

- To include any “.h” file in your project, the file has to be located in the “include:” folder of “VC” folder as shown before.
- The definitions of classes Glint, Gfloat ... etc are found in GL.h. So if you get an error about them, then you probably don't have the GL.h file.



**Question 3:**

Write a program using OpenGL that draws the house shown in the figure below.

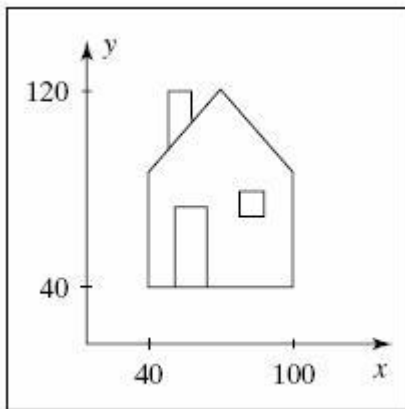


Figure 1.1

#### **Question 4:**

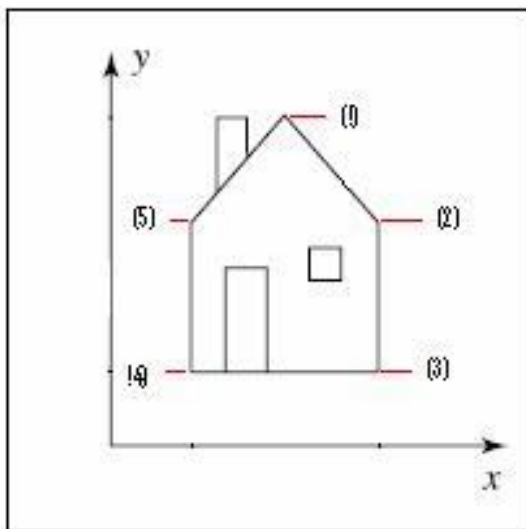
Write a program that draws a house similar to the one above except that dimensions of the house are given as parameters.

#### **Notes:**

- The parameters are the peak, width, height and the color of the house.
- The prototype of the function should be:

```
void parameterizedHouse(GLintPoint peak, GLint width, GLint height, color c)
```

- You will have to create two classes
  - GLintPoint that contains two integers representing the x and y coordinates.
  - Color that contains three integers or floats representing the R, G and B.



#### **Extras:**

This routine maybe used to draw a village as shown in the following figure. As an exercise draw this

