Yazhuo Liu
Lab 6

Partial code:
//pentagon.cpp

```
...
  const GLchar *vertShader = "gl_Position = ftransform();";
  const GLchar *fragShader = "glFragColor = vec4( 1,0,0,1 );";

//  public
int installShaders(const GLchar *vertex, const GLchar *fragment)
{
   GLint  vertCompiled, fragCompiled;  // status values
   GLint  linked;


   // Create a vertex shader object and a fragment shader object

   vertexShaderObject = glCreateShader(GL_VERTEX_SHADER);
   fragmentShaderObject = glCreateShader(GL_FRAGMENT_SHADER);

   // Load source code strings into shaders, compile and link

   glShaderSource(vertexShaderObject, 1, &vertShader, NULL);
   glShaderSource(fragmentShaderObject, 1, &fragShader, NULL);

   glCompileShader(vertexShaderObject);
   glGetShaderiv(vertexShaderObject, GL_COMPILE_STATUS, &vertCompiled);

   glCompileShader( fragmentShaderObject );
   glGetShaderiv( fragmentShaderObject, GL_COMPILE_STATUS, &fragCompiled);

   if (!vertCompiled || !fragCompiled)
      return 0;

   // Create a program object and attach the two compiled shaders

   programObject = glCreateProgram();
   glAttachShader( programObject, vertexShaderObject);
   glAttachShader( programObject, fragmentShaderObject);

   // Link the program object

   glLinkProgram(programObject);
   glGetProgramiv(programObject, GL_LINK_STATUS, &linked);

   if (!linked)
      return 0;
```
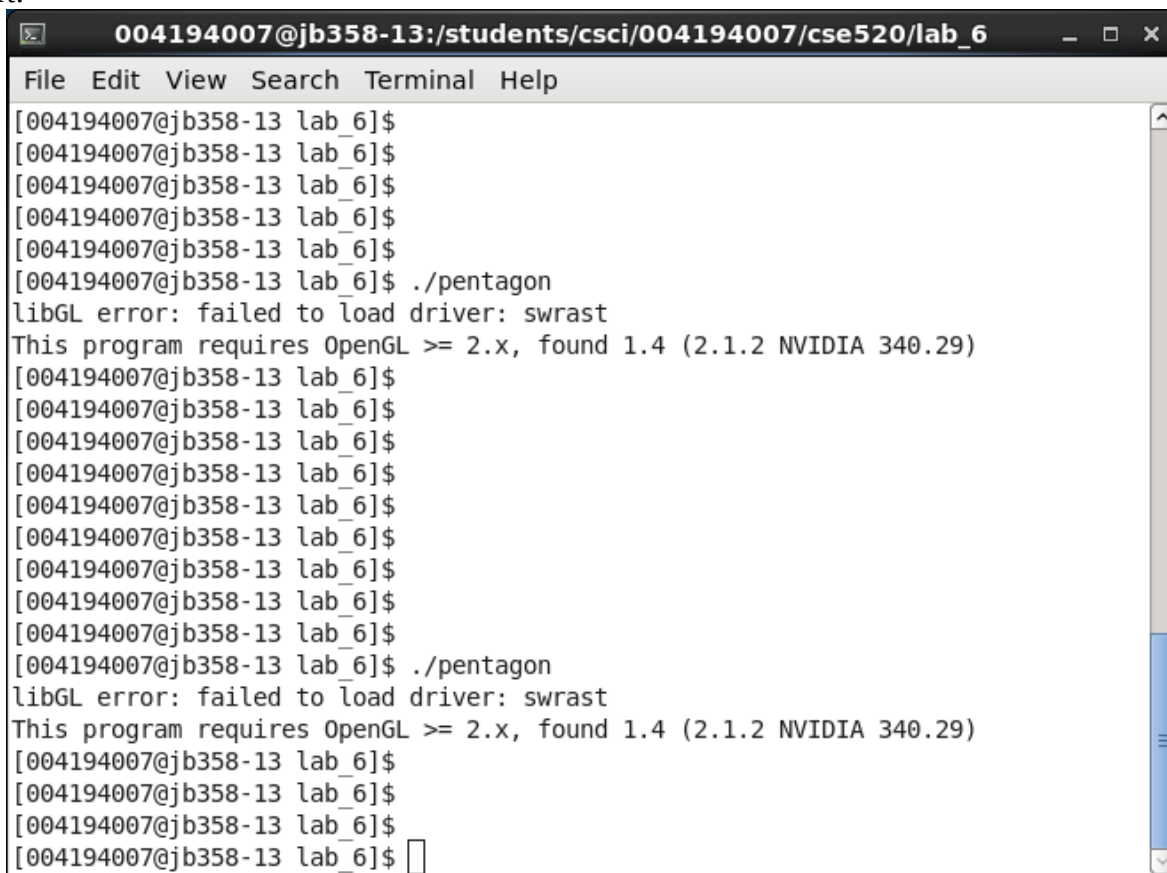
// Install program object as part of current state

glUseProgram(programObject);

return 1;
}
...

Report:

```
004194007@jb358-13:/students/csci/004194007/cse520/lab_6      _ □ ×

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[004194007@jb358-13 lab_6]$
[004194007@jb358-13 lab_6]$ ./pentagon
libGL error: failed to load driver: swrast
This program requires OpenGL >= 2.x, found 1.4 (2.1.2 NVIDIA 340.29)
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```

By the time I finished coding, all the lab machines are showing this error when I try to run the program. I can't tell if there's any bug in my program, but I think it's correct. So I'm just going to give myself half of the score for now.