



# CSE165: Introduction to Object Oriented Programming

## Lab 1

### 1 Introduction

This lab is intended to get you started with OpenGL programming. You may download the OpenGL sample app from the “Lecture 2” folder in the “Files” section of CatCourses. To compile the application, install the relevant dependencies for your system, as per the `instructions.txt` file, then simply navigate to the folder and type: `make`. This will produce an executable called `glutapp`, which you can run by typing: `./glutapp`.

### 2 Requirements

You are required to make your OpenGL program display your name, by representing the letters as `GL_POLYGONS`. If your name is long, you may use a shortened version, or just your initials. For example, Figure 1, contains a screenshot of the project of former student Nathaniel Lewis, who has a long name, so his program displays “NATE”. If your name has characters with curves, feel free to approximate those with straight lines. For example, the letter “O” can be approximated with just a rectangle, although an elongated hexagon would be better.

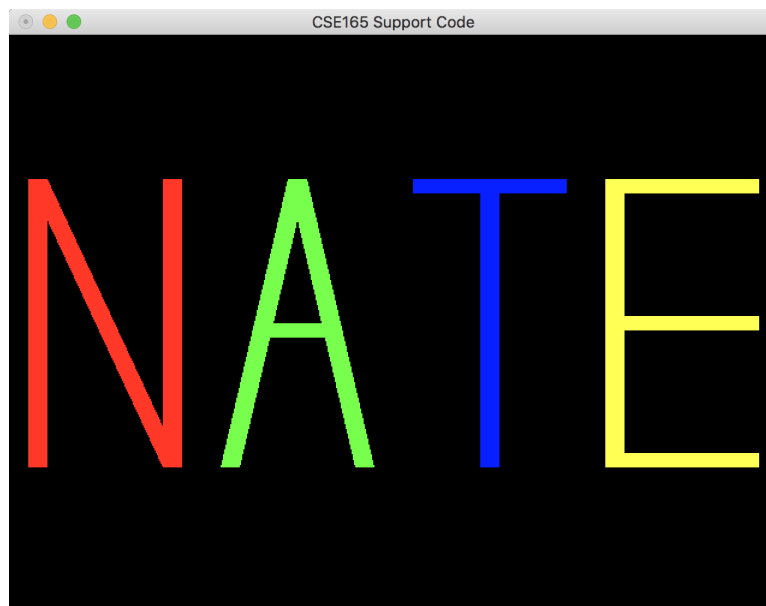


Figure 1: Screenshot of a completed project