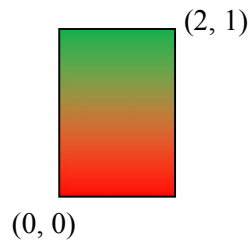


Class work 01:

Draw a 2D rectangle like below and translate 1.5 units left from its original position. But do not apply this translation on triangle.



Class work 02:

Rotate the triangle continuously in another defined viewport $(0, 0, 400, 300)$ until a key is toggled.