This deliverable for this assignment is to create your first OpenGL application. This is an individual assignment so you should work on your own and not with the group. For some of you this may mean:

- Creating a virtual machine with an appropriate OS.

- Installing tools for application development

- Installing gl, glu, and/or glut before you start.

Program Requirements

The following specifications must be adhered to:

1. Your source code must contain OpenGL calls. You may not use language specific capabilities that either bypass or abstract OpenGL

2. Your source code must be properly documented. Most of you who have had previous classes with me know what that means

3. Your submission must include:

    1. source code

    2. a single document containing evidence that the application compiles and executes. Note: if you send multiple documents you will lose points

4. Your submission must NOT include:

    1. photos

    2. screen shots of handwritten notes

Program Requirements

The program must include at least the following:

- Display of a window that is less than 1024 x 768, not pinned to the top left of the screen, and not a white or black background. The window must have a title containing at least your name.

Display consisting of two samples of each of the regular polygons from triangle to octagon, plus a circle. Please check the definition of a regular polygon.

- each polygon must use different colors

- for each polygon, one must be filled and one not filled

The due date for this programming assignment is Thursday February 6th at midnight. Be prepared to present your assignment in that Friday's class.