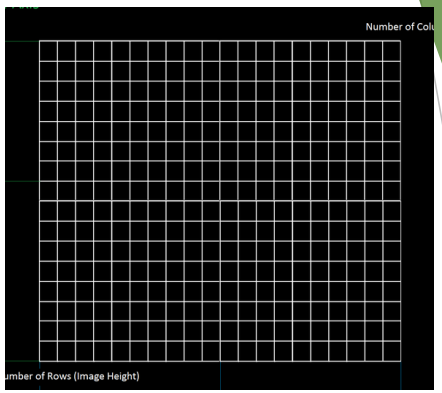
Lab 06
2D Pixel Grid

2D Grid



- Clickable 2D Grid (20%)
  - Provide a popup menu to select the grid dimensions: (10 or 15 or 20 , etc). (5%)
    - At least 3 different dimensions
  - Draw a 2D grid based on a selected dimension. (5% for each dimension)
    - The default is 10 → x: (-10 ~ 10), y: (-10 ~ 10)
    - The origin (0,0) is at center (as a cell)
    - When the user select 15, the grid will be re-drawn to: x: (-15 ~ 15), y: (-15 ~ 15)
  - When the user click on one of the cell (75%)
    - draw/fill the cell
      - You will need to implement a function to convert coordinates (Total 45%. 15% for each dimension)
        - Print out the coordinate (x, y) of this cell on the console
      - Fill the cell (total 30%, 10% for each dimension)

Requirement

- Do not use other libraries. Only OpenGL API (gl, glu, glut) is allowed
- Write comments in your code
- Turn in your code and demo video. (5%)