

# Computer Graphics Summative Assignment

000280744: jrvh15 - Z0966651

March 20, 2017

## 1 Question (a)

In GLSL (OpenGL Shading Language), which is used by WebGL programs, qualifiers are given to variables, allowing them to hold special meaning. The qualifiers are as follows:

1. **Attribute:**
2. **Uniform:**
3. **Varying:**