

VG101 — Introduction to Computer and Programming

Lab 7

Manuel — UM-JI (Fall 2017)

Goals of the lab

- Deal with an external library
- Write classes
- Practice inheritance and polymorphism

Ex. 1 — *Installing a new library*

Install OpenGL and search how to use it to draw basic shapes.

Ex. 2 — *Inheritance, polymorphism and OpenGL*

Following lab 6 exercise 3 and taking advantage of OpenGL rewrite and implement the following simple classes using inheritance and polymorphism.

- Triangle
- Rectangle
- Parallelogram
- Trapezium