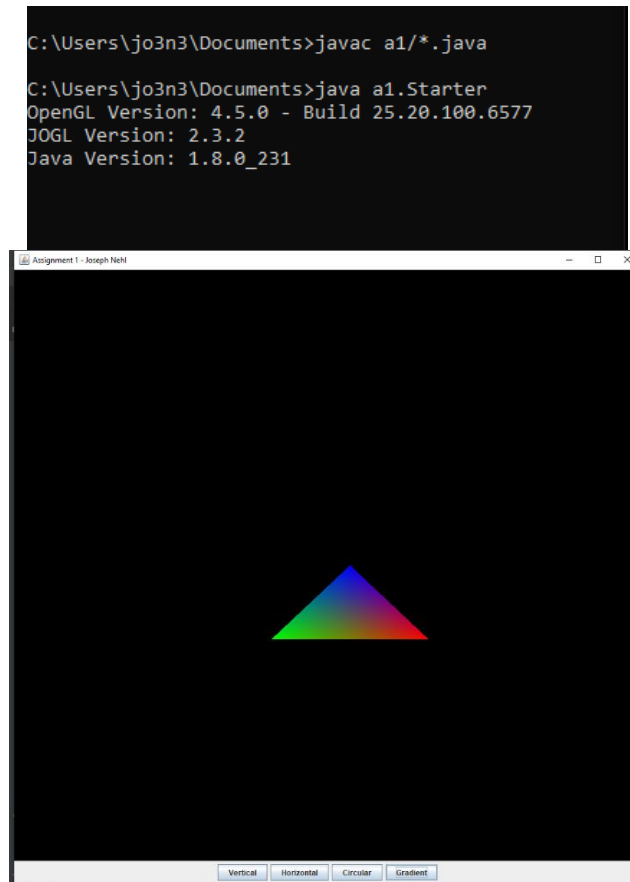


1. PICTURE PROOF



2. ABLE TO IMPLEMENT

- The triangle must be isosceles, rather than the right triangle in Program 2.6.
- The current JOGL and OpenGL versions are displayed on the console at startup.
- a button that causes the triangle to move in a circle around the glCanvas window.
- a button that causes the triangle to move up and down, vertically.
- a key ('c') that toggles the triangle between a single solid color, and a gradient of three colors.
- mouse wheel control increases and decreases the size of the triangle.

3. UNABLE TO IMPLEMENT

- The program must incorporate error handling code to catch shader compile and link errors.

4. NEW FEATURES

- Gradient button (works the same as gradient key)
- Horizontal button (makes the program return to left and right movement)

5. CAMPUS MACHINE

- Tetris