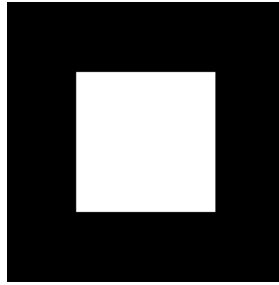
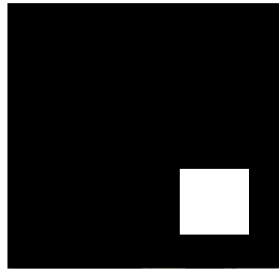


1. The simple square-drawing program that we discussed September 6 rendered what you see below



using a viewport established by `gl.viewport(0, 0, canvas.width, canvas.height);`

How would we have to change the viewport for the following to be the result?



- (a) `gl.viewport(canvas.width/2, canvas.width/2, canvas.width/2, canvas.height/2);`
- (b) `gl.viewport(0, canvas.width/2, canvas.width/2, canvas.height/2);`
- (c) `gl.viewport(0, 0, canvas.width/2, canvas.height/2);`
- (d) `gl.viewport(canvas.width/2, 0, canvas.width/2, canvas.height/2);`
- (e) None of the other options will produce the rendering above.