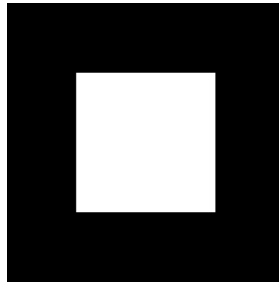
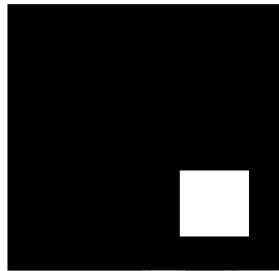


1. The simple square-drawing program that we discussed September 6 drew a square with lower left corner $(-0.5, -0.5)$ in the default WC window with a viewport covering the entire canvas. The result was what you see below.



You decide to change the WC window (but not the viewport) to get the same square appearing in the lower right corner, as rendered below.



Which call to the A/S *ortho* function, coupled with the appropriate interaction with vertex shader code, will achieve this result?

- a). `ortho(-1.0, 3.0, -1.0, 3.0, -1.0, 1.0);`
- b). `ortho(-1.0, 3.0, -3.0, 1.0, -1.0, 1.0);`
- c). `ortho(-3.0, 1.0, -1.0, 3.0, -1.0, 1.0);`
- d). `ortho(-3.0, 1.0, -3.0, 1.0, -1.0, 1.0);`