CS 3210, Lab #4, X11 Graphics

PURPOSE

The purpose of this lab is to explore drawing in the X11 Window system.

ASSIGNMENT

- Download the lab 4 code from Canvas. Unzip and verify that you can compile the project.
- You will need to install the X11 dev libraries: sudo apt-get install libx11-dev. You will also need to add -lX11 (first character is lowercase L) when linking object files with g++.
- Draw something "interesting." Make sure to use both lines and circles.
- Do not change any of the supplied public interfaces.

SUBMISSION

There is no Canvas submission this week. Everyone will join the virtual lab and you will show your interesting drawing to the class.