

## **Assignment2: Basic Javascript/WebGL, Polylines**

**Due: Week 4**

### **Objectives:**

Gain a basic understanding of how to work with Javascript/HTML and WebGL.

### **Description:**

For this assignment you will provide users the functionality to draw connected line segments (AKA polylines). The initial point is specified when the user left-clicks on a blank canvas. Subsequent points are specified by moving the mouse and left-clicking. As the user moves the mouse, a temporary line is drawn from the previous point to the current mouse position. This line is continually updated (by erasing and redrawing the line) as the mouse is moved. The polyline is terminated when the user right-clicks on the canvas, and debug output is printed to the console.

### **Resources:**

Examples from Matsuda/Lea: [ClickedPoints \(Links to an external site.\)](#), [HelloTriangle \(Links to an external site.\)](#). Source located in 'Files' Tab under 'Examples/MatsudaLea'.

Online HTML/Javascript resources: [HTMLEvents \(Links to an external site.\)](#).

**Suggested Reading:** Matsuda/Lea Ch2, Ch3.