**Question One**

The ID and Name of each Member

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Project Title

2D Paint Program

Project Description

Paint program is a software graphics program that allows the user to draw or paint bitmapped images on a computer. The program provides the tools in the form of icons. By selecting an icon, you can perform functions associated with the tool.

The program also provides easy ways to draw common shapes such as straight lines, rectangles, circles, and triangles.

References

1)​https://www.programmingsimplified.com/c/graphics.h/colors

2)​https://code-reference.com/c/graphics.h/setcolor

3)​https://www.khronos.org/registry/OpenGL-Refpages/gl2.1/xhtml/glMatrixMode.xml

4)​https://www.opengl.org/resources/libraries/glut/spec3/node39.html

5)​https://www.opengl.org/resources/libraries/glut/spec3/node20.html

Input Output Description

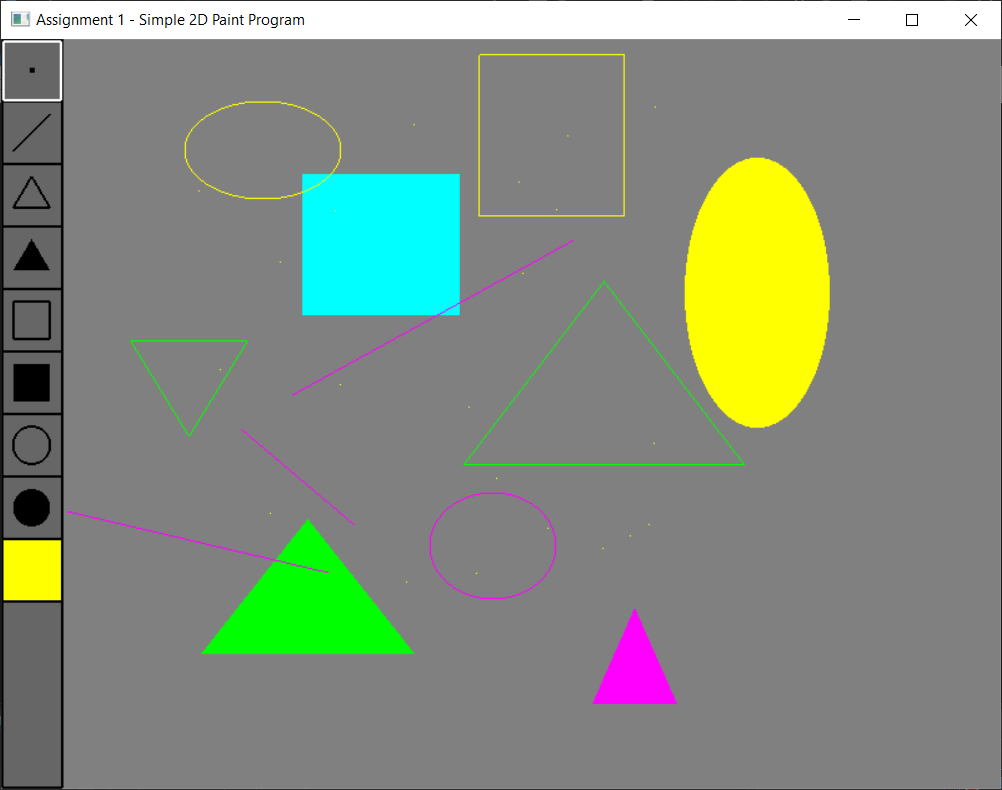
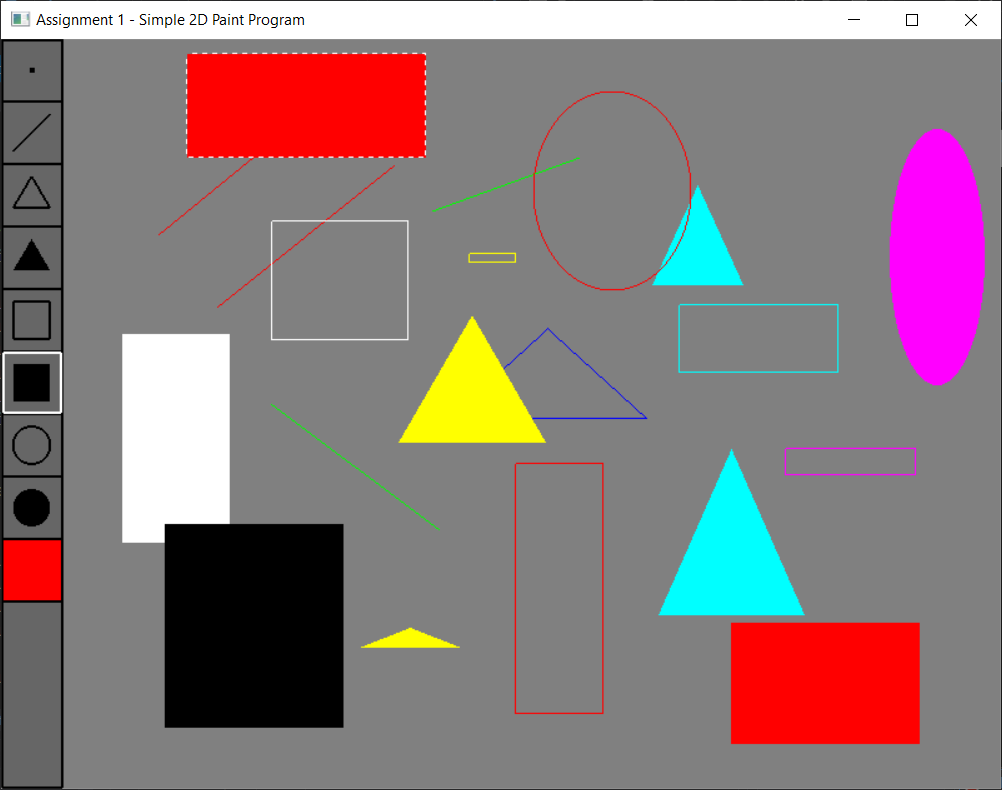
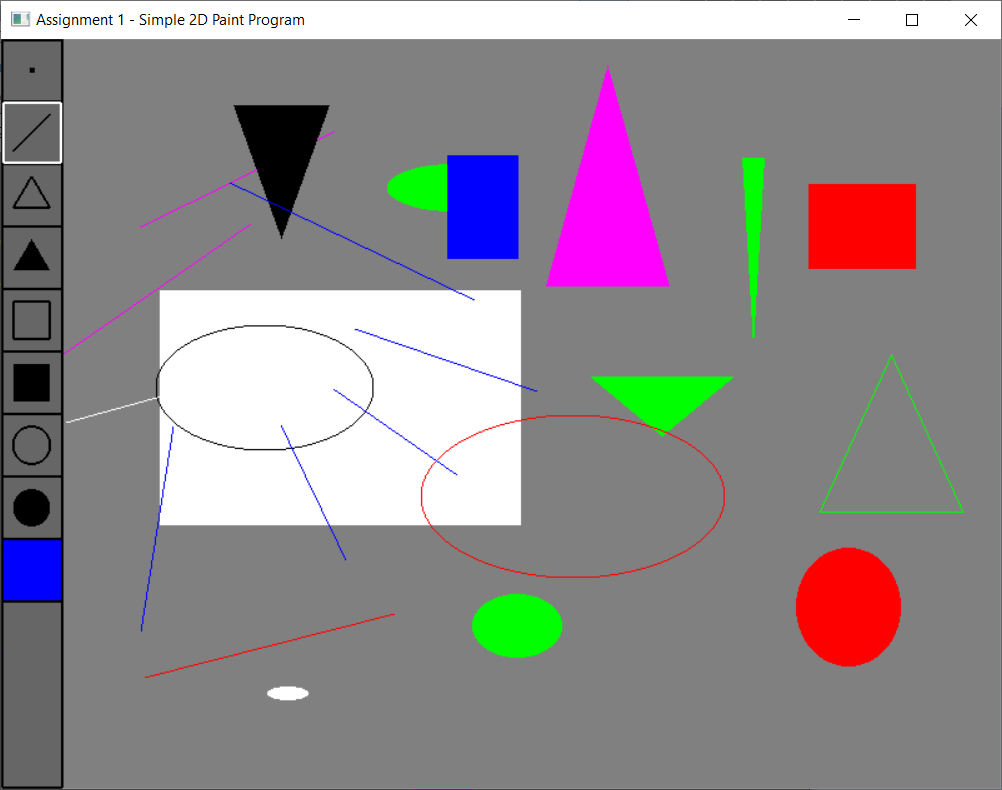
the user can draw or paint bitmapped images. By selecting an icon, the user can draw common shapes such as straight lines, rectangles, circles, and triangles.

Algorithm Description

We did not use a specific algorithm.

Implementation with comments and simple user manual instructions

User manual: the program is very straight forward. You choose an icon of what you want to draw from left of the paint program, and you can change the color, clear the canvas, exit the program from the Right click menu.

Snapshots of the program while running****