**Beginning OpenGL programming with GLFW APIs**

* Graphical system overview Figure 1.1 p. 35
* RGB color system p. 36
* glClear p. 101
* double buffering p. 135
* event model and callback p. 43-44
* Polygon basics p. 88
* Triangulation p. 93
* Color p 97 –
* glViewport p. 110
* simple animation (optional)
* key input

**Warning**

* You will use old-style OpenGL for quick start. You will learn modern style OpenGL with **shaders** next week.

**References**

* Your text book
* Example with shaders <http://www.glfw.org/docs/latest/quick.html>
* Input callbacks <http://www.glfw.org/docs/latest/input_guide.html#input_mouse>