# Assignment 1: 2D Normalized Screen Coordinates

Using only colored triangles, create a children-like drawing of a house, similar to the one shown as soon as you run the assignment application. Only modify the file `triangles.cpp`, which is included in the main code contained in file `Assignment01.cpp` .
In particular, use the given procedure:

```
Triangle(float x1, float y1, float x2, float y2, float x3, float y3,
float r, float g, float b)
```

to draw a triangle with the given vertices, and the provided color. The function draws a triangle connecting points (x1,y1)  (x2, y2) and (x3, y3), colored with the (r,g,b) specified color. Vertex are expressed in Normalized screen coordinates, (i.e. in range [-1,+1]), following the Vulkan convention. The red, green and blue (r,g,b) values are in the range [0,1]. Three examples of uses of the function are already provided in file `triangles.cpp`. Once you have understood how they work, remove them and start drawing your house. It is not required to be identical to the one shown by the program: such drawing is given just as a reference.
Pressing the SPACE BAR, changes the visualization.