VG101 — Introduction to Computer and Programming

Lab 7
Manuel — UM-JI (Fall 2016)

Goals of the lab

- Deal with an external library

- Write classes

- Practice inheritance and polymorphism

Ex. 1 — *Installing a new library*
Install OpenGL and search how to use it to draw basic shapes.

Ex. 2 — *Inheritance, polymorphism and OpenGL*
Following lab 6 exercise 3 and taking advantage of OpenGL rewrite and implement the following simple classes using inheritance and polymorphism.

- Triangle
- Rectangle

- Parallelogram
- Trapezium