

## A01 - Paint by numbers

The WebGL application contained in file `index.html`, wants to draw the little car represented in blue, with the red lines using the code written in file `draw.js`.

If you open `index.html` in Google Chrome or in some other WebGL supported browser, you will see that the current version of the code written in file `draw.js` draws an X and a line.

Find the appropriate set of normalized screen coordinates to match the blue house with red lines and correct the code in function `draw()` of file `draw.js`. For the moment, please ignore the content of file `index.html`. The grid, whose spacing is 0.1, should help you in finding the correct coordinates of the end points of the considered lines.

Next in `draw2()` use an appropriate `for()` statement, with functions `Math.sin()` and `Math.cos()`, to draw a circle, approximated with a regular polygon of 128 sides. Press the SPACE bar on the keyboard to switch between the visualization of the car and of the circle.

### Extra

Now try to extend the exercise to draw the Yin-Yang symbol instead of the circle, as shown below.

