Ahsanullah University of Science and Technology  
Department of Computer Science and Engineering

Course No: CSE 4204  
Course Title: Graphics Lab

Home Assignment – 3

**Part A: (10 marks)**

Draw a square. Reflect the square along a line which has the coordinates (-0.3,-0.2) and (0.6,0.8). Demonstrate fully how you used the composite transformation using comments in the code. You are free to use lines, points, or any other modes of drawing to implement the square.

**Part B: (10 marks)**

Draw a square. On every mouse click, rotate the square by 5 degrees about the lower left point. Instead of calculating the values of cos and sin from JavaScript, do so from the shaders. You are free to use lines, points, or any other modes of drawing to implement the square.

Hint: <http://www.shaderific.com/glsl-functions/>

Note: Code Part A and Part B separately.