

## VG101 — Introduction to Computer and Programming

### *Worksheet (chapter 11)*

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#### Worksheet concept

- Simple exercises based on the slides
- Optional personal work
- No submission, no grading
- Only refer to websites in English

#### Ex. 1 — *Slide questions*

Ensure you can answer all the questions appearing in chapter 11.

#### Ex. 2 — *Makefile*

1. Compile the home using a Makefile.
2. Alter the Makefile to compile into a binary called `house` (instead of `home`).
3. Add a mathematical formula available in the math library and compile with the `-lm` flag.

#### Ex. 3 — *OpenGL*

Adjust the `home` code to get the home to move along a square, i.e. left to right, bottom to top, right to left, top to bottom, left to right, etc..

#### Ex. 4 — *References*

1. Read [https://en.cppreference.com/w/cpp/language/reference\\_initialization](https://en.cppreference.com/w/cpp/language/reference_initialization).
2. What do references and pointers have in common? How do they differ?
3. In the `home` code, replace the pointers by references.