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 Slide 2 has a green background with a hexagonal pattern. It contains a white rectangular area with a thin green border. Inside this area, the title "Clickable 2D Grid" is at the top. Below the title are two numbered tasks. Task 1, "Draw a 2D Grid (35%)", includes sub-points about specifying the number of cells, drawing the center cell, and making cells clickable. Task 2, "Each cell should be clickable", includes sub-points about drawing/filling clicked cells and printing coordinates. To the right of the text is a small screenshot of a 9x9 grid with a red border and a green center cell. Arrows point from coordinate labels (4,4), (0,0), and (-4,4) to specific cells in the grid. The label (0,0) points to the green center cell. Above the grid is a small brown rectangle. At the bottom right of the white area, the text "Do not use other library/tools" is present.

Clickable 2D Grid

1. Draw a 2D Grid (35%)
 - To specify the number of cells:
 - provide a popup menu to select from (20%)
 - (E.g. 9x9 or 25x25 or 85x85 cells ; at least 3 sizes)
 - Draw/Fill the center cell (5%)
 - It would be the origin (0,0)
 - 2. Each cell should be clickable
 - Draw/Fill the cell which are clicked by the user (35%)
 - Print out the coordinate (x, y) of the clicked cell (30%)
 - The center cell of the grid should be (0,0)

Do not use other library/tools

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Mouse Click Location

- Click at (win_x, win_y)
- Convert it to OpenGL's coordinate (x, y)

