COMP 371 assignment 2 report

Responsibility:

Claire: Step3**,** Define the vertices for the triangle you want to draw. Create and bind the VAO and VBO, and configure vertex attributes. In the main loop, use the shader program, bind the VAO, and draw the triangle.

Yi Yu: Step 2 , creating shaders, defining vertex data, and setting up the necessary OpenGL buffers to draw basic shapes. Compile the vertex and fragment shaders, then link them into a shader program.

ZiYi Tu: Step 4, modify key_callback function in the program to process the instructions entered by the user through the keyboard; create the transformation matrix and apply translation, rotation, and scaling in the main loop, and pass the transformation matrix to the shader using the glUniformMatrix4fv function