**Programming Project Report**

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**Problem Statement:**

For the first assignment, we were getting introduced to OpenGL, and the assignment objective was to write a program which will generate a bunch of fireworks at some random points with random colors.

**Design:**

Since it was my first time dealing with OpenGL, I had first to take a look at some tutorials before getting started. The source code from the professor were very helpful as they helped me to understand the concept better and I also used a couple of his code, especially the init(), main()…

**Implementation:**

My first approach was to draw one line and from that line I designed some fireworks coming from a same point. My next task was to color them and make the colors random and then all I had to do was to create a bunch of other fireworks

**Testing:**

I tested function by function and modification by modification. I first tested an empty box to see if I was able to draw it and then I started my coding.

**Conclusions:**

The project was successful as I was able to meet all the requirements required.

**Testing:**





