Lab 1

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Flow

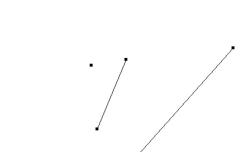
- 1. Start the window
- 2. Start waiting for user input
- 3. If '+' add a point to a vector that holds all of the points added 4. if '-' remove last point
- 5. refresh the display to redraw the full screen
- 6. redrawing each point twice once as a point and second used for drawing lines.

Screenshots

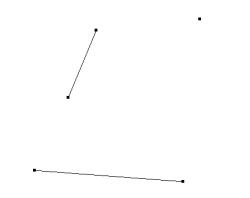
· Start of screen X RandomLines.cpp











• Pressed '-' twice

