**OpenGL**

* Notes:

Data types:

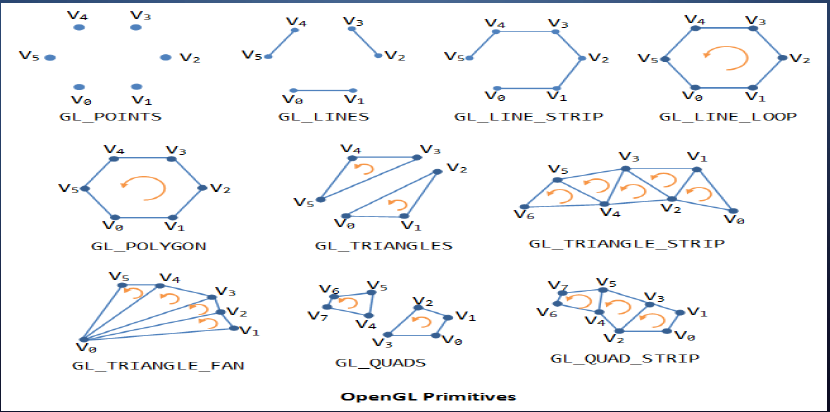
Signed integers: GLbyte, GLshort, Glint

Unsigned integers: GLubyte, GLushort, GLuint

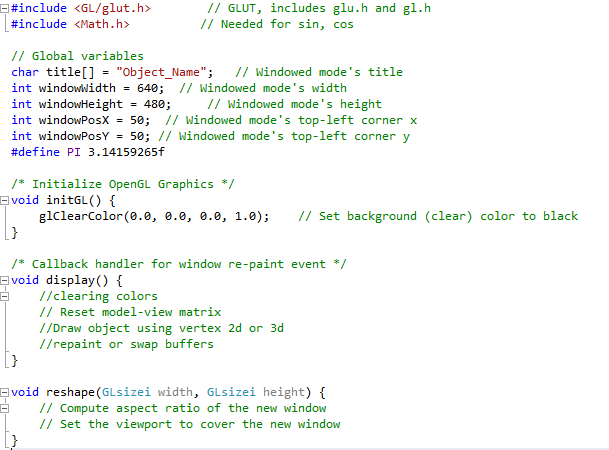
Floating: GLfloat, GLdouble

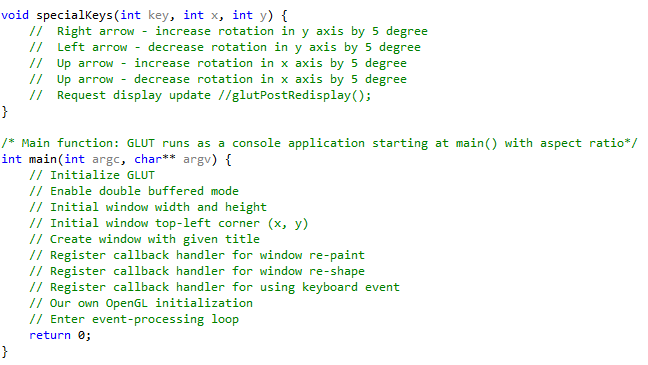
GLboolean: (0 false, non-0 true)

-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-

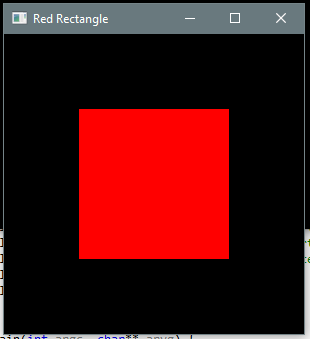
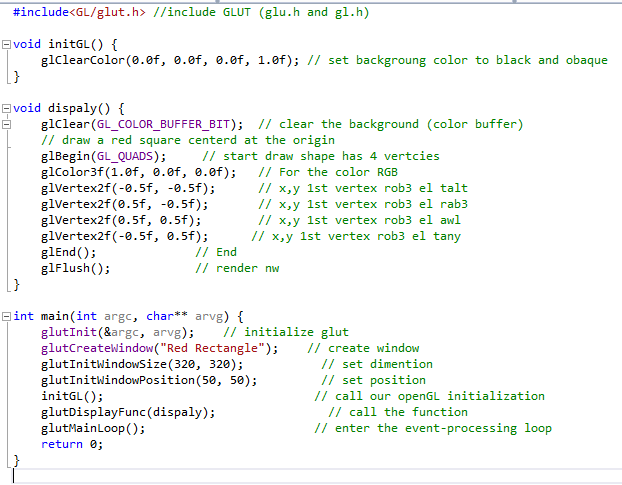
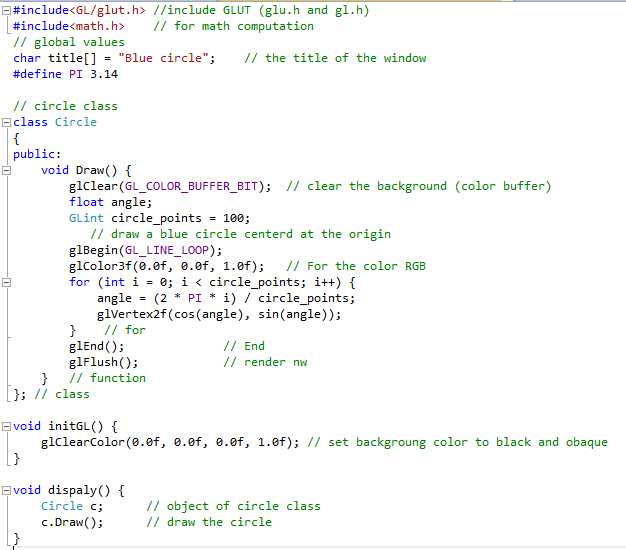
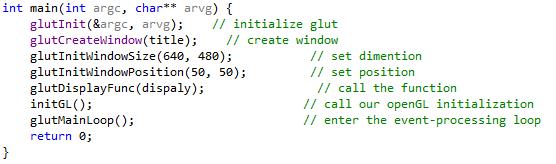
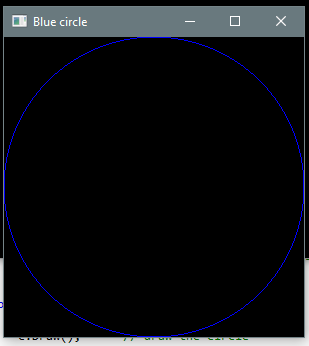
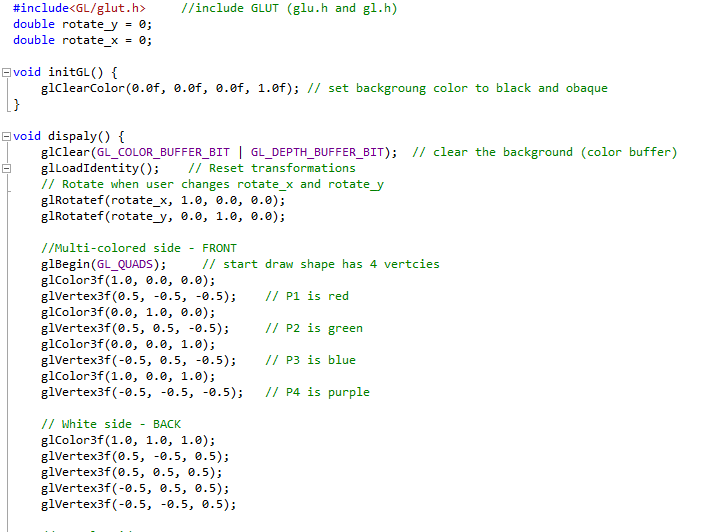
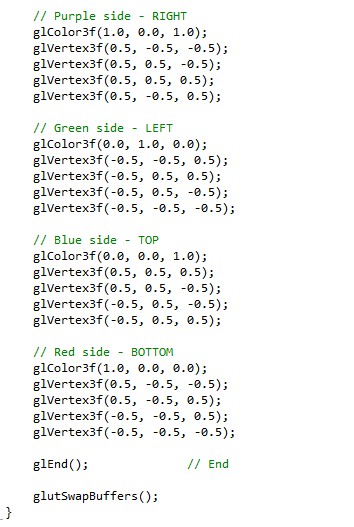
Primitives: glBegin(name of primitive);

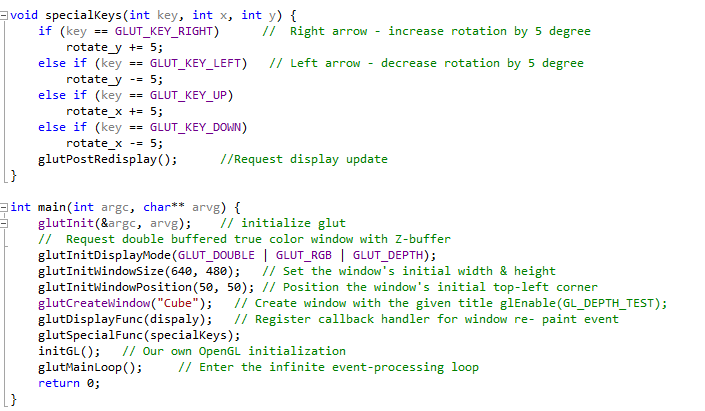
-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-

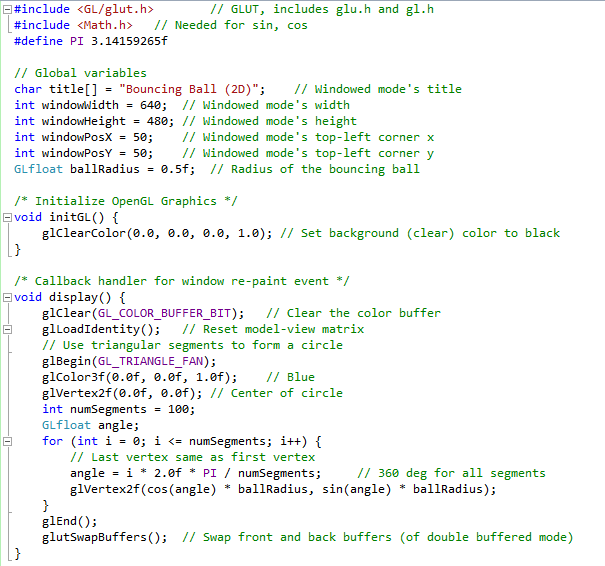
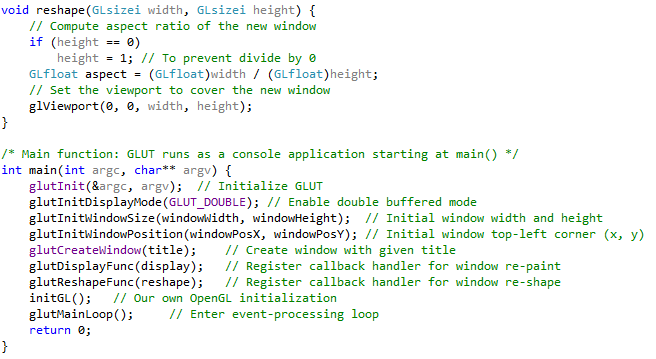
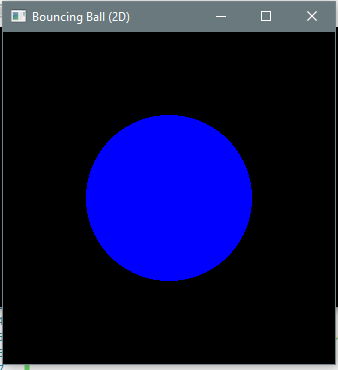
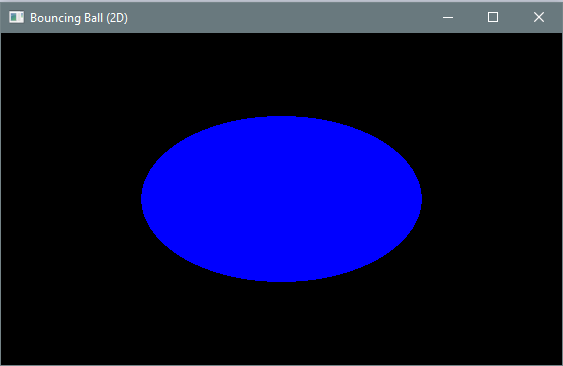
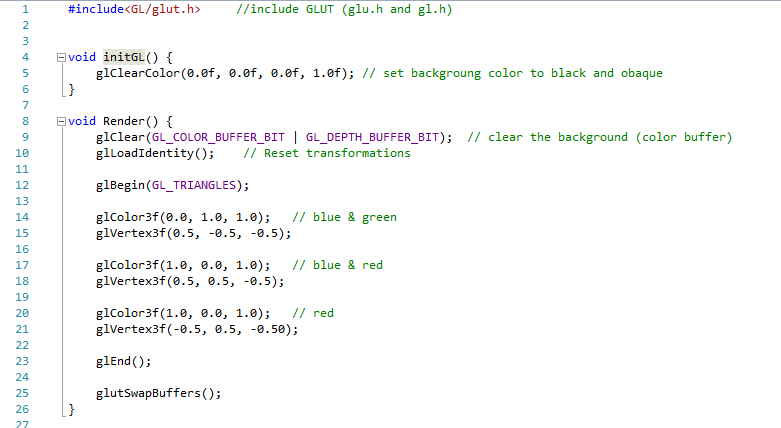
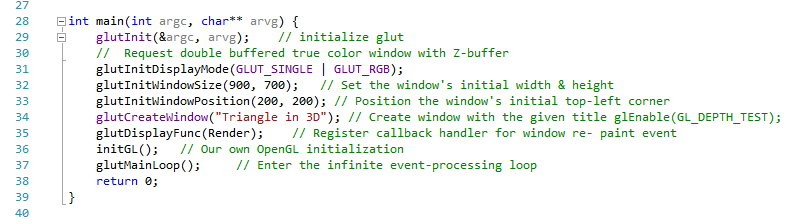
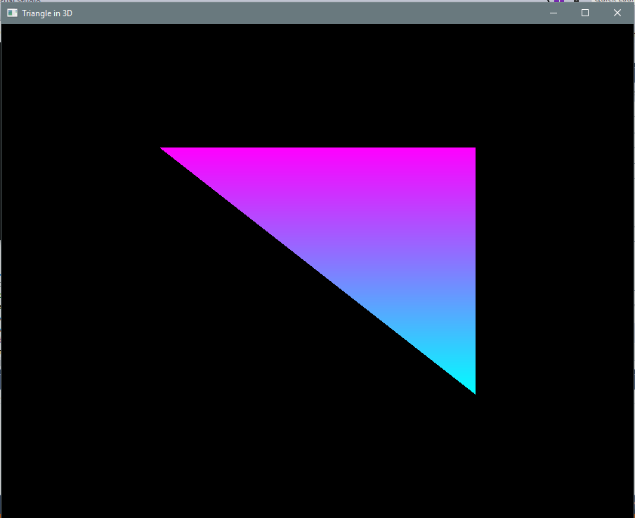
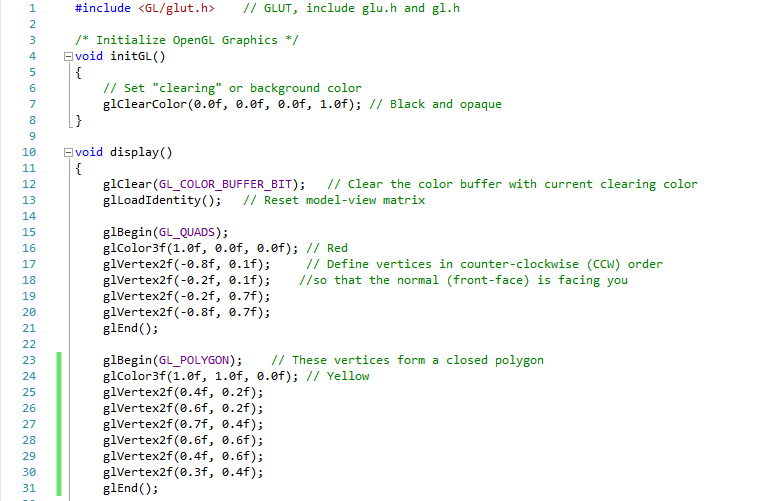
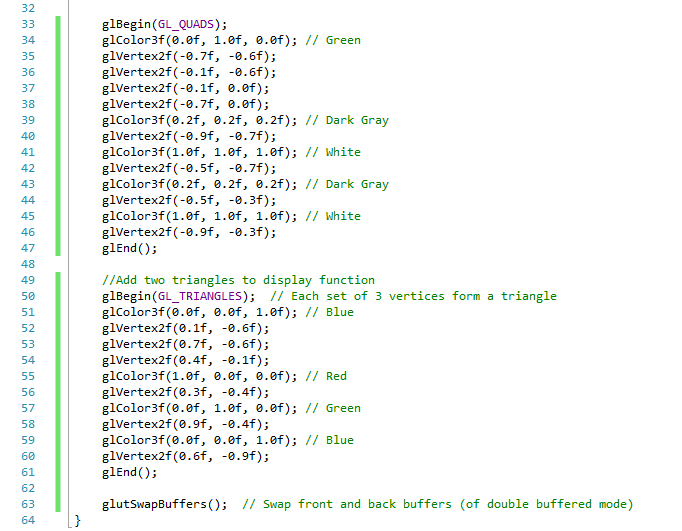
Standard code:

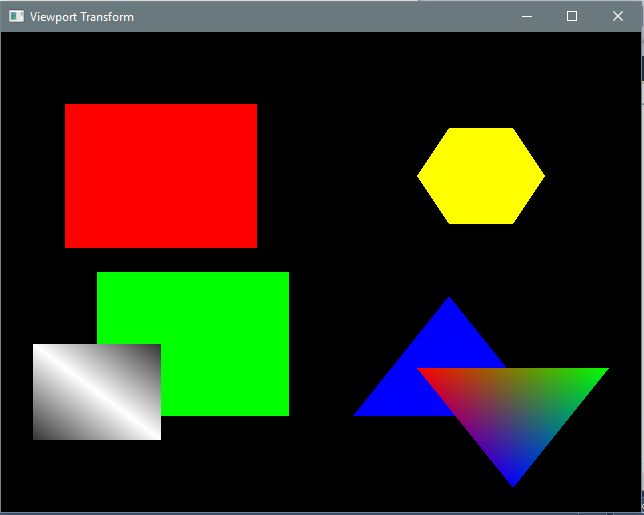
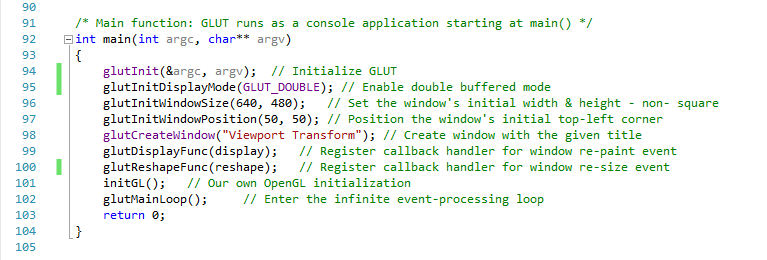
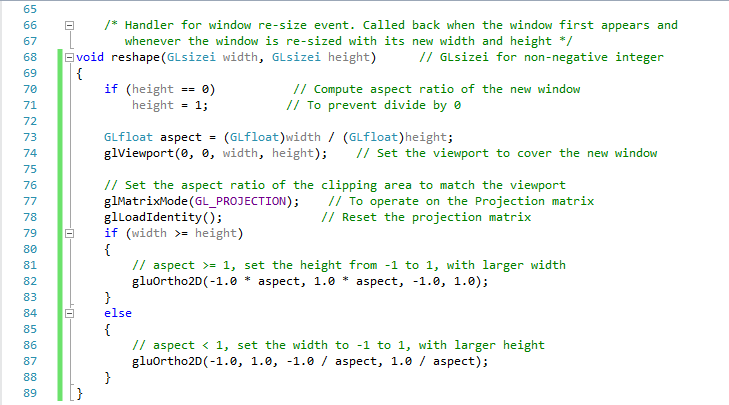
 ----------------------------------------------

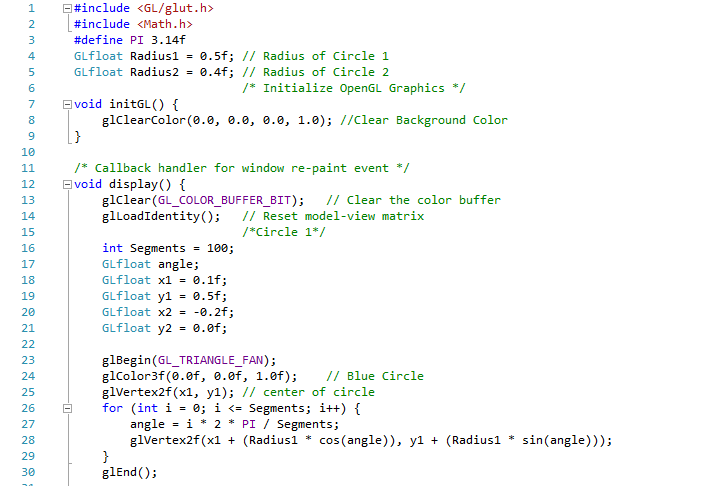
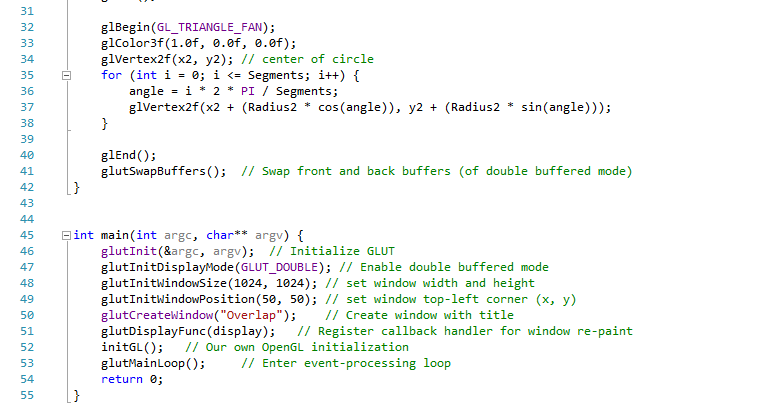
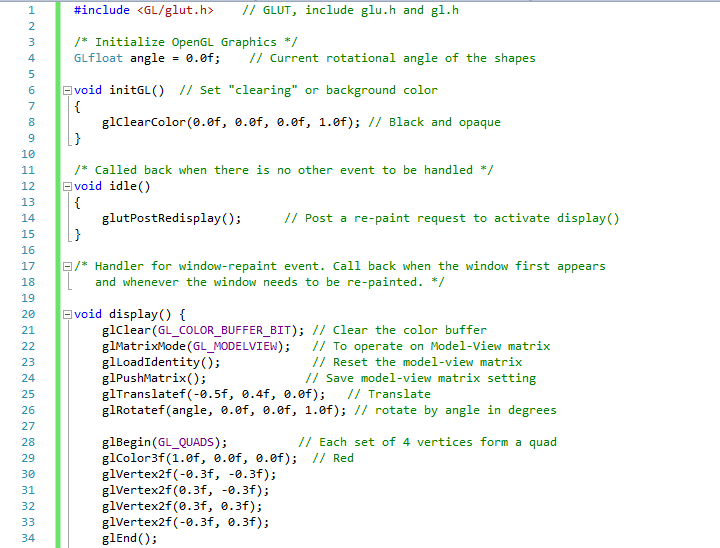
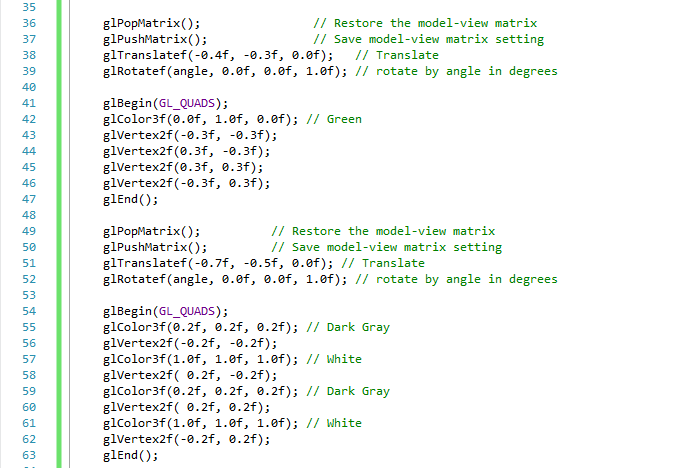
* Codes

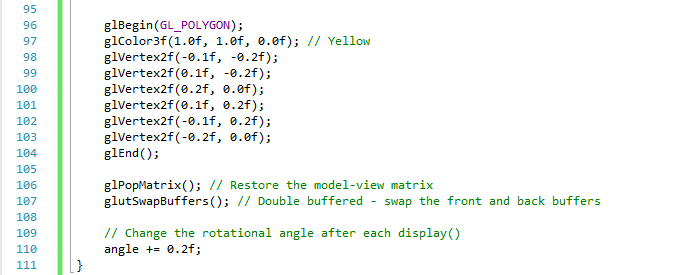
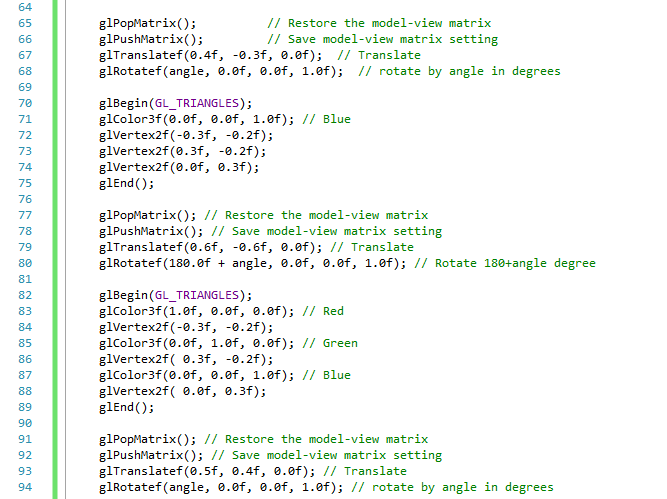
1. **2D Red Rectangle**
2. **2D Blue circle**
3. **3D cube:**

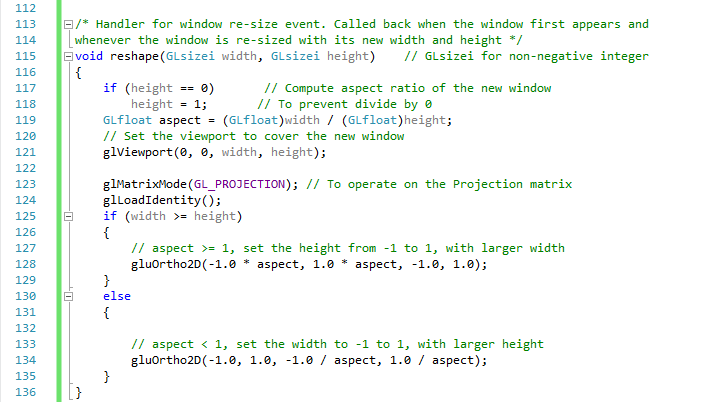
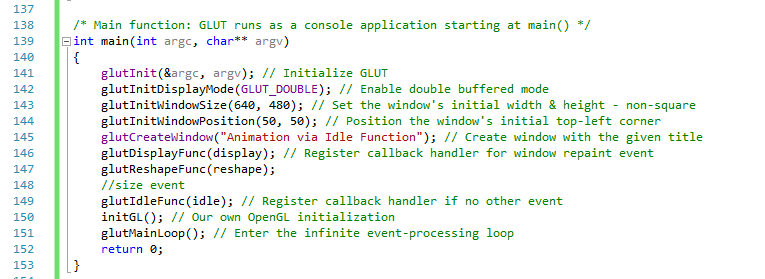
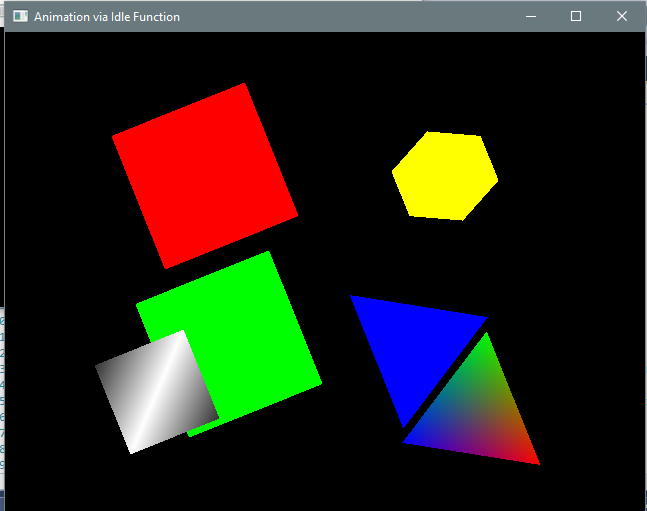


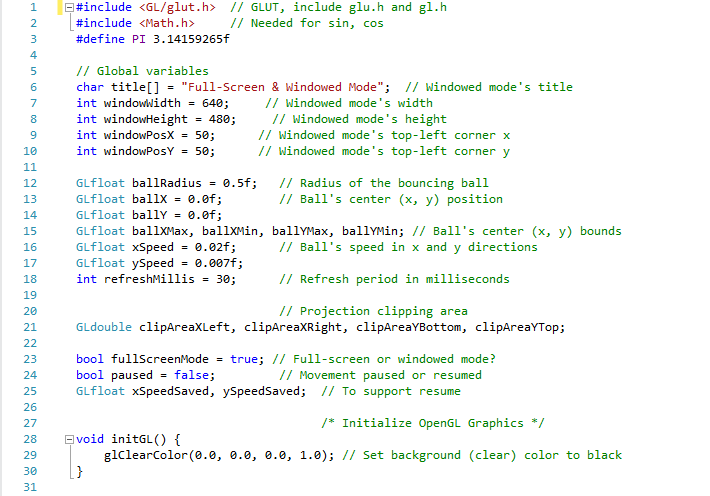
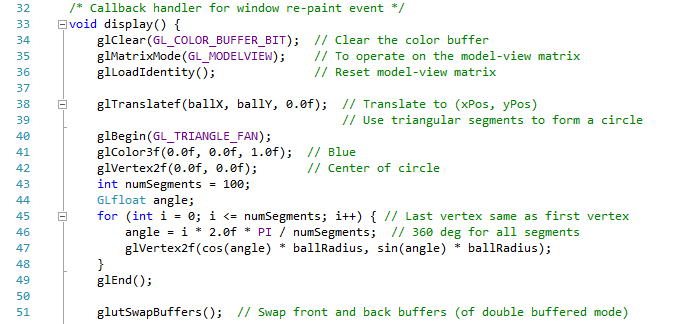
1. **Aspect ratio:**
2. **Midterm:**
3. **Clipping-area and Viewport:**



1. **Assignment 1:**
2. **Animation:**





1. **A mouse-controlled bouncing ball**

