Assignment 1.

OpenGL library (and GLUT The OpenGL Utility Toolkit). Introductive Aspects.

1. This C++ program use the GLUT window management functions, the GLUT callback registration functions (for controlling the display, the
   mouse or the keyboard), and the OpenGL begin/end paradigm used for drawing those geometric objects by specifying the coordinates of
   their vertices, colors, etc.
2. Modify the previous C++ program: add line codes in the functions Display3, Display4, Display5, Display6, Display7, and Display8 in order
   to obtain the images below: