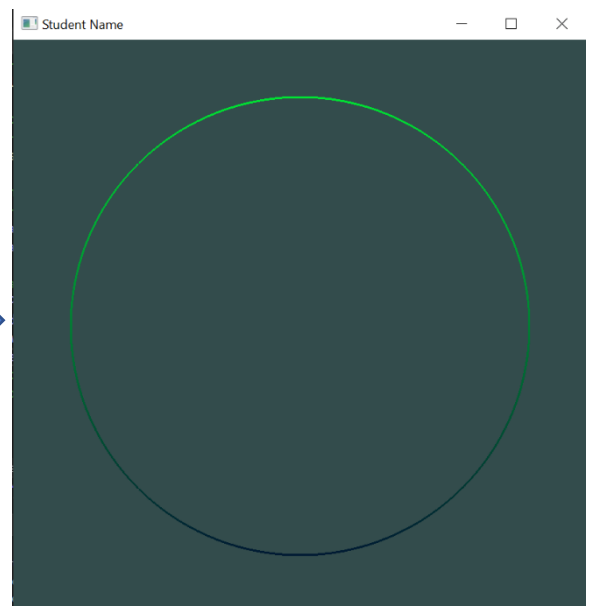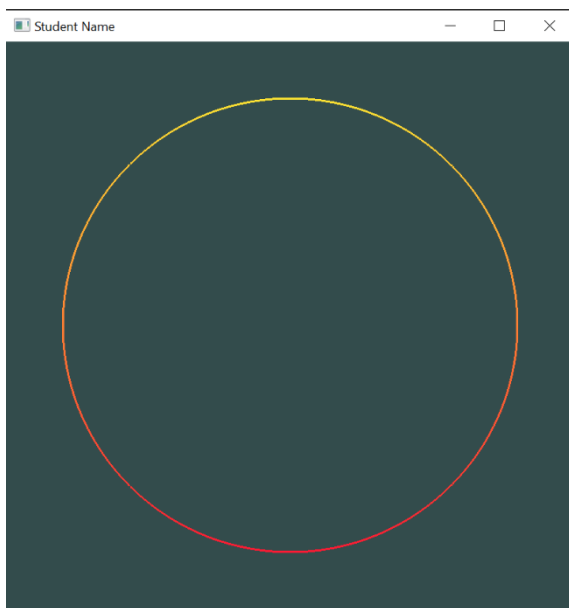# Assignment N°6 – Draw a function

Goal

Getting started with shaders

Exercise

- Create a circular shape with a color that changes based on the Y-coordinate, and ensure that its size is 80% of the window dimensions.
- Pressing the "C" key alters the color of the shape

- Windows name = Student name
- Window size = 800 pixels x 800 pixels
- Exit the program: E

Deliverable (a zip file - StudentName_AssignmentNumber.zip on blackboard)

- Screen capture
- Source code
- Compiled program

References

https://learnopengl.com/Getting-started/Shaders

https://www.glfw.org/docs/3.3/group__input.html#gaeaed62e69c3bd62b7ff8f7b19913ce4f