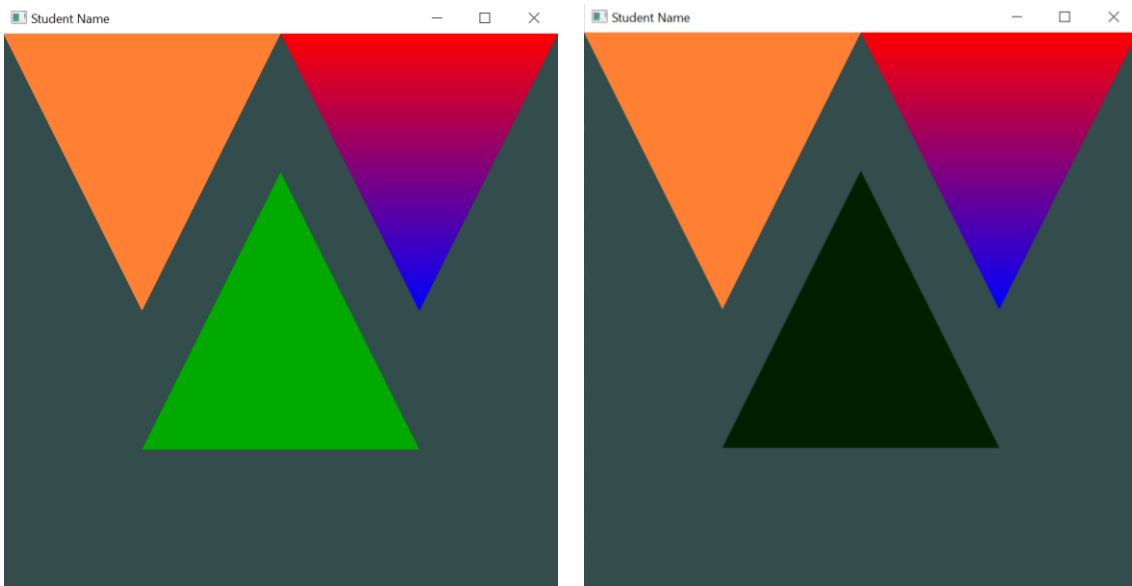# Assignment N°4 – Shaders

**Goal**

Getting started with shaders (using Shader class)

**Exercise**

- Create three triangles as in the below image



- The green triangle changes from green to black and back to green (by using the variable **uniform** in the shader)
- 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

https://learnopengl.com/code_viewer_gh.php?code=includes/learnopengl/shader_s.h