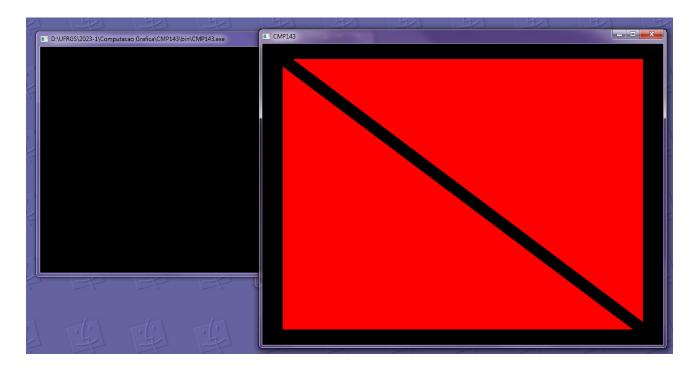
Assignment 0

The provided source files compiled with no issues using make with the MinGW compiler on Windows 7, as shown below:

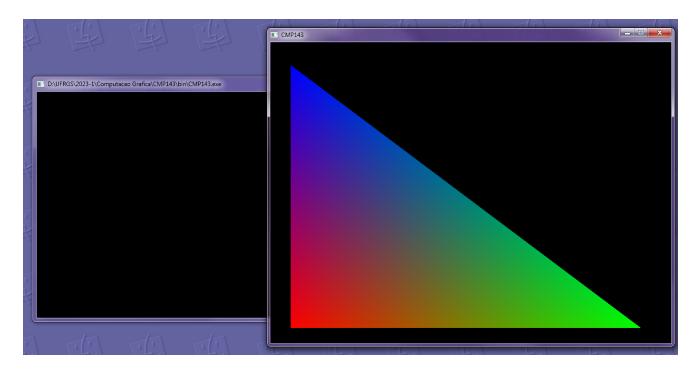
```
D:\UFRGS\2023-1\Computacao Grafica\CMP143\build\make

[ 6x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/context.c.ohj
  [ 12x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/context.c.ohj
  [ 12x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/intt.c.ohj
  [ 12x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/intt.c.ohj
  [ 3x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/indou.c.ohj
  [ 3x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/indou.c.ohj
  [ 4x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/in32.noitor.c.ohj
  [ 56x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/in32.tiec.ohj
  [ 56x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/in32.tiec.ohj
  [ 62x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/in32.uindou.c.ohj
  [ 68x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/in32.uindou.c.ohj
  [ 67x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/inmm_joystick.c.ohj
  [ 77x] Building C object lib/gifu/crc/ChakeFiles/gitu.dir/inmm_joystick.c.ohj
  [ 77x] Building C object ChakeFiles/CMP143.dir/crc/triangles/triangles.cpp.ohj
  [ 93x] Building C object ChakeFiles/CMP143.dir/crc/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/triangles/tr
```

And the result without modifying the source files was the following:



After modifying the triangles.cpp file to show only one triangle, using the colors red, green, and blue for the vertices of the triangle, the result obtained was the following:



The modified source code is included with this report.