

**Department of Computer Science  
Richard A. Miner School of Computer and Information Sciences  
University of Massachusetts Lowell  
COMP.4270/5460  
Spring 2025**

**Programming Assignment 1 [3 points]  
Handed out on 1/30/2025  
Due on 2/9/2025**

**WebGL Introduction**

This assignment will use the gasket1.html and gasket1.js which is explained in Ch 2. Using these files as the baseline, do following

- move all JS code out of html file
- draw following in continuous loop—say 10 times
  - change color—each iteration will be different color
  - change size of image—large to small in steps and back to original size
  - vary number of points in steps of 500-5000

Source Files may be found in

<https://github.com/jiayaozhang/Interactive-Computer-Graphics-WebGL>

HINT: For animation check rotatingSquare2 example from Ch 3

**Deliverables**

- Source files
- Sample Input/output – if applicable
- **1 page report : Write about issues faced, lessons learned, any remaining bugs etc.**

**Extra Credit**

- any other functionality .... – please document in report and code.

**Deadline and Late Submissions**

- The assignment is due on the date specified above at 11:59:59 PM
- Each day late will incur a penalty of 3% of the grade for the assignment; for example, if the assignment is 3 days late, the maximum grade will be 91 out of 100—9 will be subtracted from whatever grade is assigned.