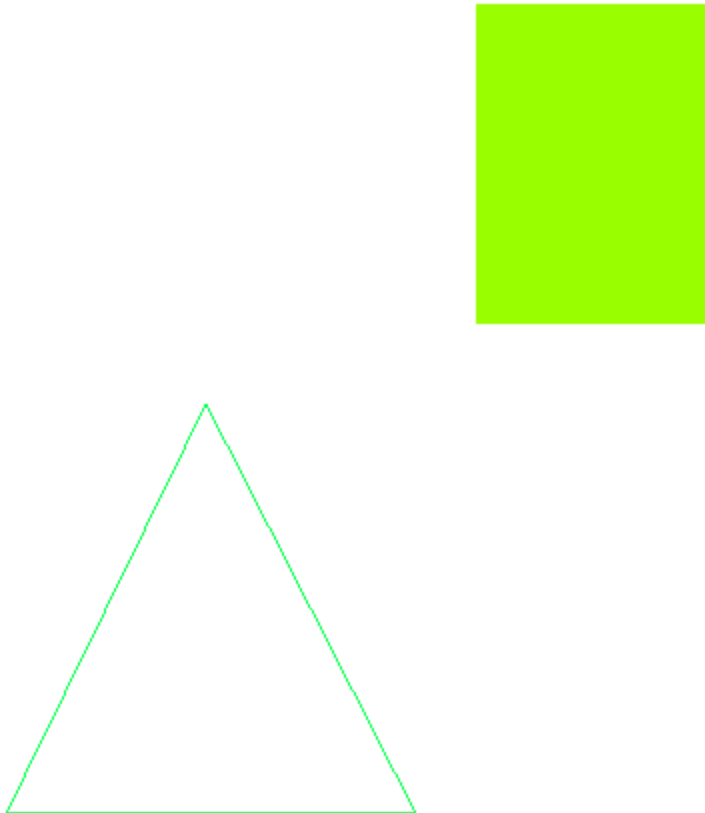
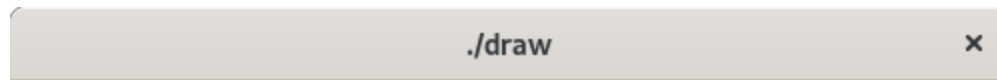


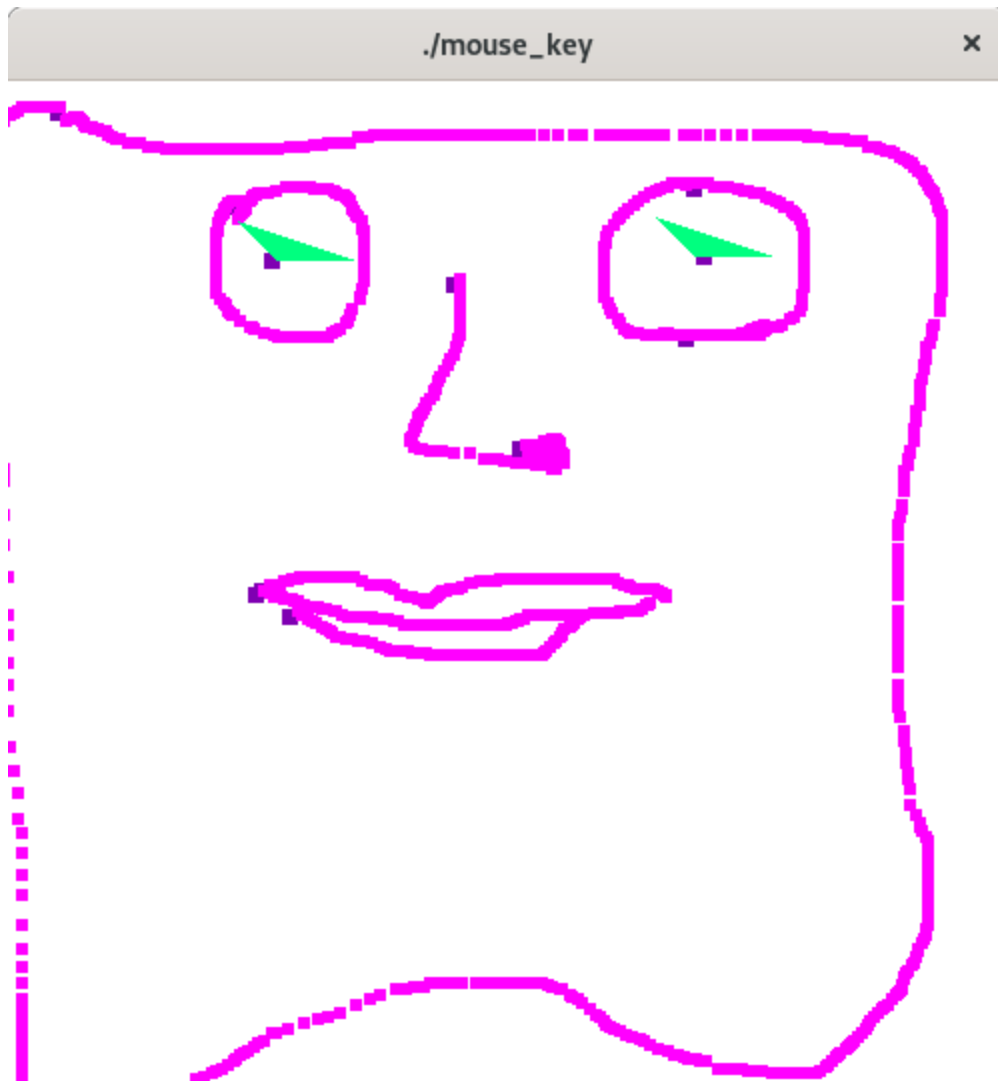
Brandon Deo
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CSE420



Modified the draw.cpp file by creating a another triangle with a green outline to it, as well as setting new coordinates for that triangle. Also created a light green rectangle and set it towards the upper right corner.

```
glColor3f ( 0.0, 1.0, 0.3 );    //changed color to green
glBegin( GL_LINE_STRIP );        //draw polyline
    glVertex2i( 45, 45 );
    glVertex2i( 145, 250 );
    glVertex2i( 250, 45 );
    glVertex2i( 45, 45 );
glEnd();
```

```
glColor3f( 0.6, 1.0, 0.0 );           //red changed color to
brightgreen
glRecti( 400, 450, 280, 290 );
```



Modified mouse_key.cpp by changing the mouse_down color to a vibrant purple.
 Changed the point color to deep purple. Also added another case to create green triangles.

```
void drawDot( int x, int y )
{
    glColor3f(0.5,0.0,0.7);           //change color to dark purple
    glBegin( GL_POINTS );
        glVertex2i( x, y );           //draw a points
    glEnd();
} //drawDot

void myMovedMouse( int mouseX, int mouseY)
```

```

{
    GLint x = mouseX;
    GLint y = screenHeight - mouseY;
    GLint brushsize = 6;
    glColor3f( 1.0, 0.0, 1.0 ); //changed color to purple
    glRecti ( x, y, x + brushsize, y + brushsize );
    glFlush();
} //myMovedMouse

//ADDED NEW CASE
case 'o':
    glColor3f(0.0,1.0,0.5); //Green triangle
    glBegin(GL_TRIANGLES); //create triangle
        glVertex2i(x,y);
        glVertex2i(x-20,y+20);
        glVertex2i(x+40,y);
    glEnd();
    glFlush();
    break;

```

Summary

This lab's goal was to demonstrate on how to display basic objects, such as points, lines, and polygons, in two-dimensions. Not only that, the lab was also used to teach on modification of different states as well as implementing other polygons through different means. In addition, this lab also had different makefiles, which was interesting as it was drastically different from the makefiles that we create for regular c++ programs. I feel that I had no difficulty as the lab was clear and I successfully modified the given code. Therefore I feel that I deserve a full twenty(20) points for this lab.