My first experience working with OpenGL was an adventure. Obviously, these primitive shapes are basic, and future assignments going to be more challenging than what we are doing right now. I google most of the shapes for the assignments but understand what most examples were showing. It helps that last semester I program a game using the Godot game engine. Godot is an open source game engine, that’s heavily use OpenGL as its framework. Though you can program using C++ (C# was recently added), Godot have a programming language called GDScript, which is an intercepting language that is written like Python but translate the codes into C++ codes to complier. Reason why I bring this up, because much of my understanding of OpenGL comes from working on Godot last semester. For example, I program a section where I needed to called events from mouse movement in order to simulate slide drag, as the game was going to be on mobile. Going back to the shapes, I set it up by calling glBegin() and specifying the shape I was going to used. I use GL\_TRIANGLES to make the Trangle, GL\_QUADS for Cube and Rectangle, GL\_QUAD\_STRIP for the tube of the cylinder, GL\_POLYGON for the two circle faces for the cylinder, and GL\_POINTS for the dots function. After I specify what shape I want, I then input the color codes that I want the shape to apper in. After that I specify the x, y, and z coordinate into multiple 3d vertexes .I guess nothing was too difficult, everything was straightforward to say the least. The callback function was the zprPickFunc(pick) function, which I guess just detect rather the right or left mouse button been click, and act appropriately to that event. Left click turn the axies, and right click drag the screen. I was using a mousepad, so I couldn’t zoom in and out.