**CS405 Assignment 2 Report**  
  
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**Objective:**  
We were tasked to change the color of a box rendering from its initial red color to blue. This change was required to be implemented only by altering the “redbox.js” file (specifically the “fragmentShaderSource”) without altering the “Assignment2.html” file.

**Methodology:**

1. **Understanding the problem:**  
   The “Assignment2.html” file displayed a simple red box, and the color properties of this box were being drawn from the redbox.js file.
2. **Analyzing the Source Code:**  
   The code in “redbox.js” provides code for a fragment shader, which decides the pixel coloring in the rendered image. The main line of interest was:  
   gl\_FragColor = vec4(1.0, 0.0, 0.0, 1.0);  
   This vector4 represents the intensity values for the Red, Green, Blue and Alpha channels.  
   3. **Modification:**  
   As we can see at the start the vector’s color values are %100 for red and %0 for blue. By changing the vector from 1,0,0,1 to 0,0,1,1 we can set the blue component to full intensity while turning the red component off.

**Result:**  
Upon loading the file we can see that the box has successfully changed color from red to blue.  
**Conclusion:**  
This assignment strives to teach students the relationship between vector color values and fragment shaders.