Assignment 1: Introduction to OpenGL

Question 1:
Write a program to draw a simple red cube.

Question 2:
Write a program to draw a simple blue triangle.

### Reference:
http://www.opengl-tutorial.org/beginners-tutorials/tutorial-2-the-first-triangle/

https://graphics.stanford.edu/courses/cs248-99/OpenGLSession/tri.html

http://antongerdelan.net/opengl/hellotriangle.html

Question 3:
Write a C++ class to draw and move a car using the geometrical classes. The car should be kind of similar to the one below. You can implement more complex car shapes if you want.
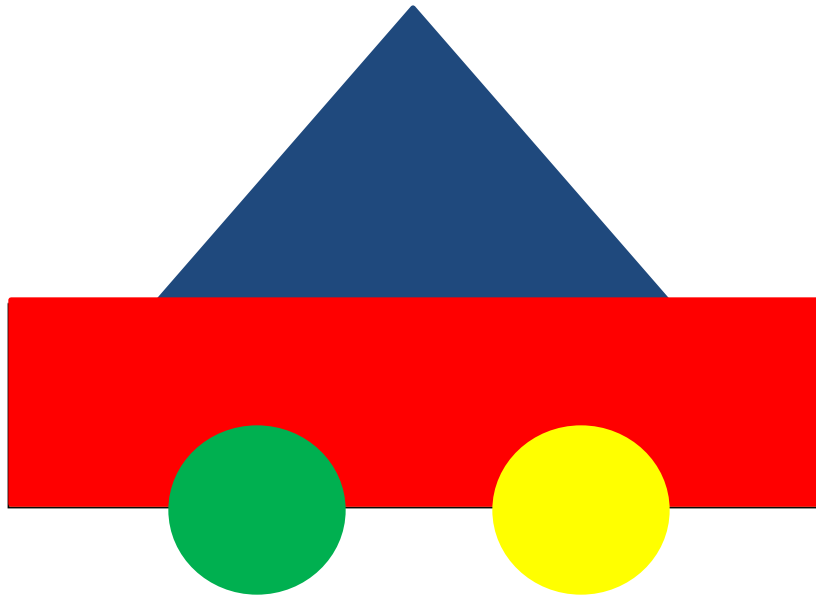
NOTE:
1. Write the source code for each problem in a different file. For question 1 the filename should be ques1.cpp.

2. For each source file, write a corresponding README file (e.g. README_ques1), containing clear explanations on your work. This file must be in text format (Notepad, Word or PDF).

3. Create an archive your studentID_hw1.{zip|rar|tar} containing all the previous files

4. For all the assignments, include a screenshot of the final image.

5. Submit it on email: cgcourse2016@yahoo.com