

Eren BEZİRGANCI 27789

Locating the Shader Code:

By examining the provided JavaScript file, it was clear that the fragment shader (fragmentShaderSource) determines the color of the box.

Changing the Color:

In the original fragment shader code, the color was set using the line:

```
codegl_FragColor = vec4(1.0, 0.0, 0.0, 1.0);
```

This signifies an RGBA color with R (Red) set to 1.0, G (Green) and B (Blue) set to 0.0, and A (Alpha/Transparency) set to 1.0. This combination represents a fully opaque red color.

To change the color to blue, the R value was set to 0.0, and the B value was set to 1.0. The modified line is:

```
codegl_FragColor = vec4(0.0, 0.0, 1.0, 1.0);
```

With this change, the color of the box was successfully modified to blue.

Conclusion:

The box's color was successfully changed from red to blue by modifying the fragment shader. This project serves as a simple demonstration of how WebGL can be used to render basic geometric shapes with customized colors using shaders.