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COMP 5460

Programming Assignment 1 Report

I was able to successfully complete programming assignment 1, the Sierpinski Gasket. Something that fits both the "issues faced" and "lessons learned" categories was implementing the vertex and fragment shaders in the JavaScript file rather than the HTML file. I remember hearing in class that the HTML DOM would be useful, but I did not think to try this until a couple of hours into working on this. Beyond that, I was having issues with the for loop, but that was because I named my looping variable "i" after common convention, but this was used in a later loop, so all I had to do was rename it.

I borrowed a line of code from the internet, a JavaScript sleep function (the thread I used can be found in the comments of my code and here: https://stackoverflow.com/questions/951021/what-is-the-javascript-version-of-sleep). This sleep function forces the for loop to pause at the end of each iteration, allowing the viewer to see each iteration of the loop, and was necessary for me to use because there is no built-in sleep function in JavaScript apart from this, like there would be in C++. My initial idea was to make a for loop that looped 1 million times to act as a delay, but this destroys the browser, so this sleep function was a more elegant solution. Please keep in mind that since the RGB values are individually randomized each loop, it is possible for the color to repeat. If you inspect the console, it will print out the current loop that the program is on, to verify that it is indeed working even if the same color has been repeated.