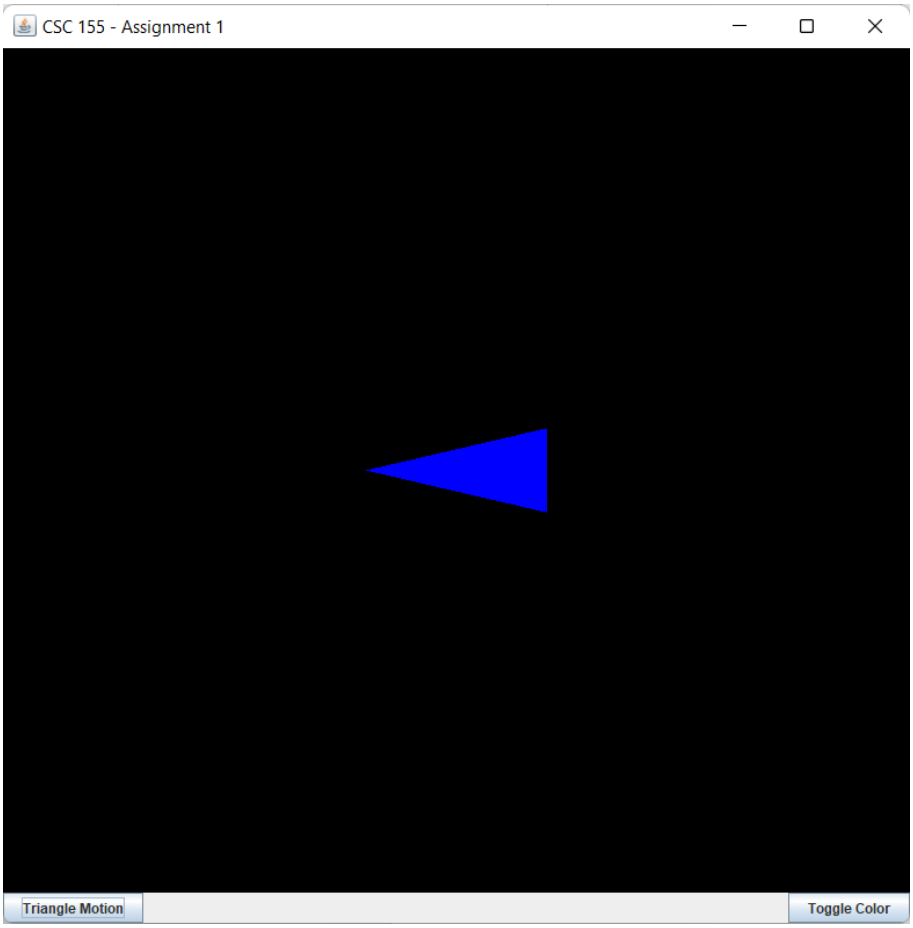
1. **Ethan N. Ha**, “Assignment 1”, CSC-155, Section 02, “Spring 2023”.
2. Dimensions: 800x800

   Screenshot of Running Program:



3. **Fully Implemented:**
   - Triangle is isosceles and narrow
   - Movement is based on elapsed time, used properly
   - Current JOGL, OpenGL, Java versions are displayed in console on runtime
   - Button that toggles triangle to be stationary in the middle and move in a circle around glCanvas window
   - Button that toggles triangle to be a solid blue color or a gradient of three colors (red, green, blue)
   - Key [1] that makes triangle point in the up direction
   - Key [2] that makes triangle point in the left direction
   - Key [3] that makes triangle point in the down direction
   - Key [4] that makes triangle point in the right direction
   - Mouse wheel rotation control to increase and decrease size of the triangle (there is a minimum limit that is hit when decreasing)
   - Buttons, mouse wheel, toggles work regardless of direction or movement of the triangle
4. **Not Implemented:** N/A

5. **Keys:**
   1 = Point triangle up
   2 = Point triangle left
   3 = Point triangle down
   4 = Point triangle right
   Button Panel:
   Left Button = Toggles triangle to either be stationary in the center or moving in a circular motion around glCanvas
   Right Button = Toggles triangle color to be either solid blue or a gradient of red, green, blue
   Mouse Wheel:
   Scroll Up = Increase triangle size
   Scroll Down = Decrease triangle size (with a minimum limit)
6. Remote Machine Used: RVR-5029 ECS-TEKKEN