

Lab 06

In this lab we will add an HTML slider to our previous code.

- a. Modify the provided code, which looks similar to the KEY for Lab05, so that a slider determines how many points to print.
- b. First, define the RGB values for several colors in the `colors` array in `Lab06Slider.js`. We will define our colors, rather than calculate them based on the location of the vertex.
- c. Note that since we are creating a `colors` array, we need to bind it and send it to the shaders, and that code is already in `Lab06Slider.js`.
- d. Add the slider event listener to `Lab06Slider.js`. Be sure to use this value in the `gl.drawArrays` call in `render()`, so the desired number of points are rendered.
- e. Add the slider bar, inside a `<div>` tag, in `Lab06Slider.html`.