CS770/870 Assignment 1: starting code

I am supplying you with the following source files:

- `name.cpp`: starting code for question 1. You should modify this file, and submit it.

- `uncross.cpp`: starting code for question 2. You should modify this file, and submit it.

- `Makefile`: compiles and links the above programs. You *may* have to modify this file, if you add new files.

- `Mesh` class: this is a 3D shape, consisting of vertices joined in various ways. You should read the comments in `mesh.hpp`, which show you how to construct it.

In addition, there is a lot of supporting code, which you find instructive to read, but probably you shouldn't change it:

- `Camera` class: this is a simple camera that views either a 3D scene or a 2D scene. In this assignment, we use the 2D configuration.

- `Flat_Lighter` class: this is a wrapper around a shader program for transforming objects, setting the camera matrix, and setting the objects' color.

- `Grid` class: draws a 2D grid to help you locate the shapes you are drawing.

- `Shader` class: this is a GPU shader program (a vertex shader plus a fragment shader), includes the openGL code to compile and link the shader program on the GPU.

- `GLFWindow` class (in `window.hpp`): hides some boilerplate code for creating a window on your computer's display.

- `util.cpp`: code to pretty-print vectors and matrices.

- `gl_error.cpp`: code to report openGL errors.