

Assignment-4

To implement a set of basic transformations on an (object) Polygon i.e. Translation, Rotation and Scaling. To study and implement a set of composite transformations on polygons i.e. reflection, shear (x & y), and rotation about an arbitrary point and line. Aim is to study and implement Mouse and Keyboard interaction with OpenGL programs; To study events in OpenGL; How to handle them and use them inside an OpenGL Program.