## - Gears Demo in OpenGL -

**Goal:**
Now we want to examine THE OpenGL Demo program: Gears:

**Exercise 17.1: Gears-Programm**
Copy the file **gears_01.c** from the quickstart folder of exercise 17 into your Makefile project of the previous exercise. Compare the structure of the program with the example code of **spheres_01.c**. What is similar, but what else is fundamentally different? Hint: what is the content of these "display lists"?

Now create a new make target named **gears_01_host** used to build the executable of gears_01 for thehost. Construct it, construct an appropriate run configuration and execute the program locally on the host.

**Exercise 17.2: And the same procedure for the Target**
Create another make target named **gears_01_target** to build the ARM version of our program and check it using **file** . After defining a new remote-run configuration, including the argument **-display :0** , you run the program on the target as well.

**Exercise 17.3: One additional step...**
To better understand the power of display lists, you create another list for a 4$^{th}$ gear with yellow color, which is driven by the blue gear.