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# 

# Assignment 2a

### Course: CS4610

### Name: Han Song

### Pawprint: hs267

### Student ID:14253499

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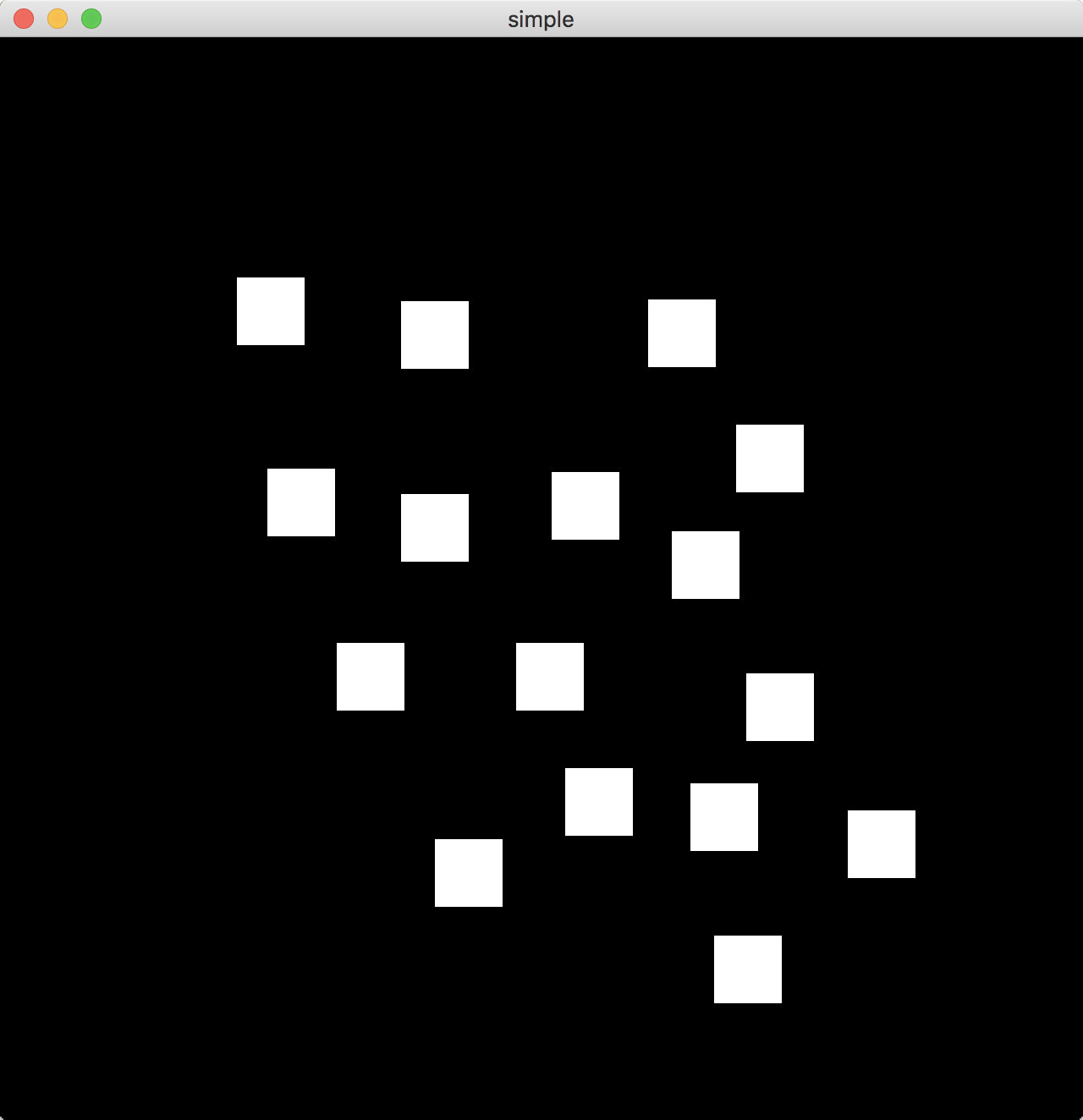
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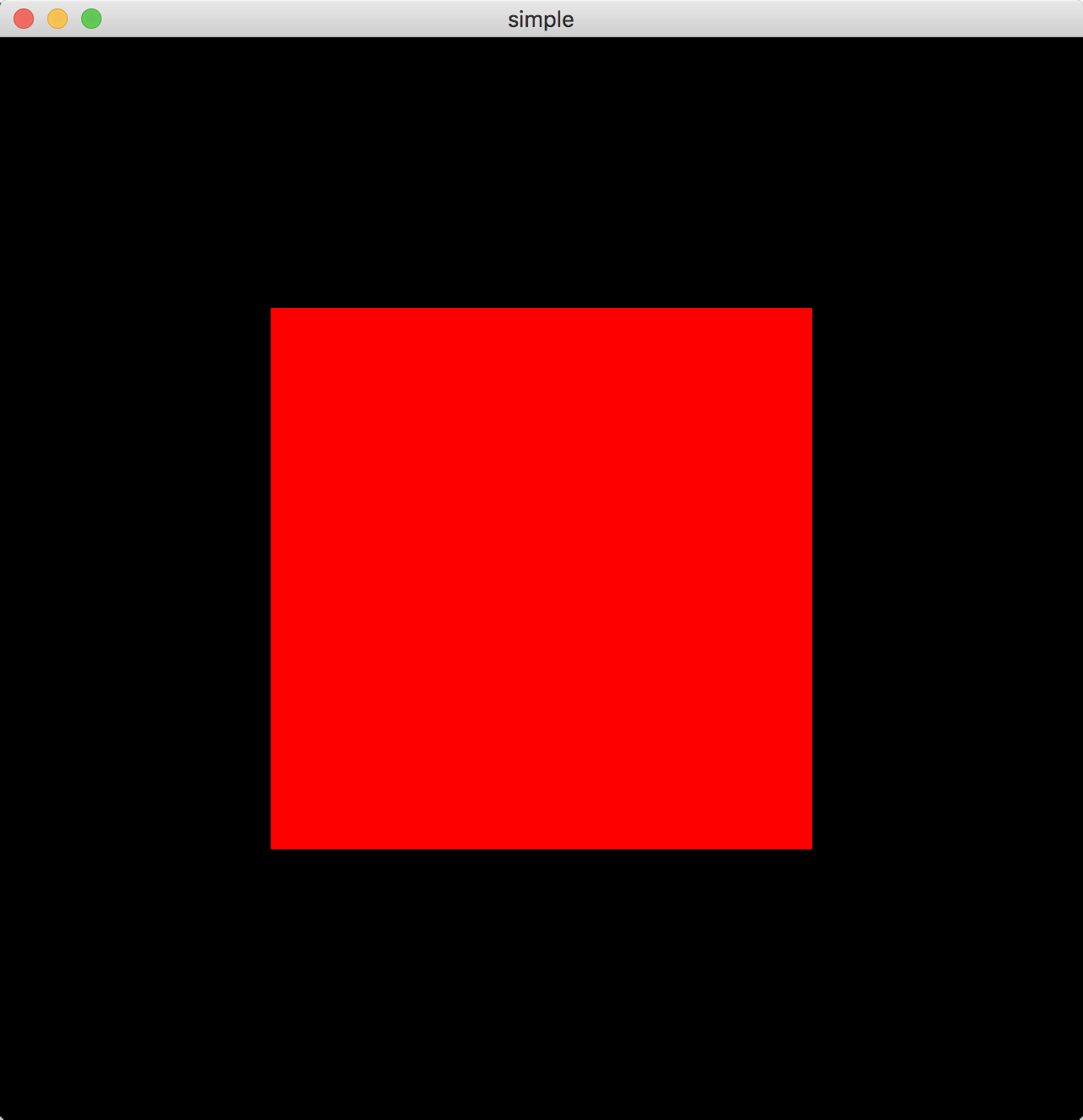
# Report of Assignment 2a

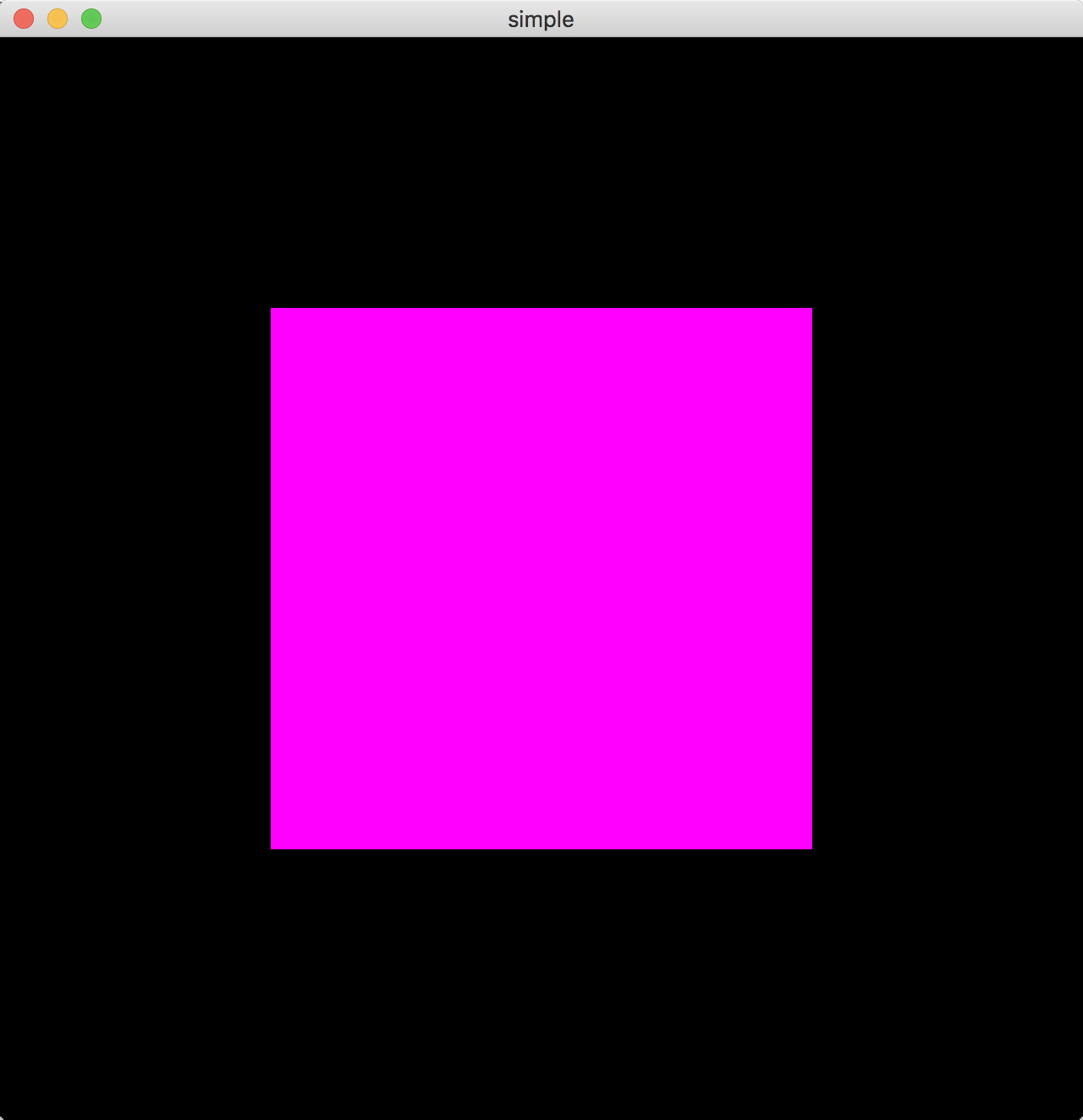
Part A:

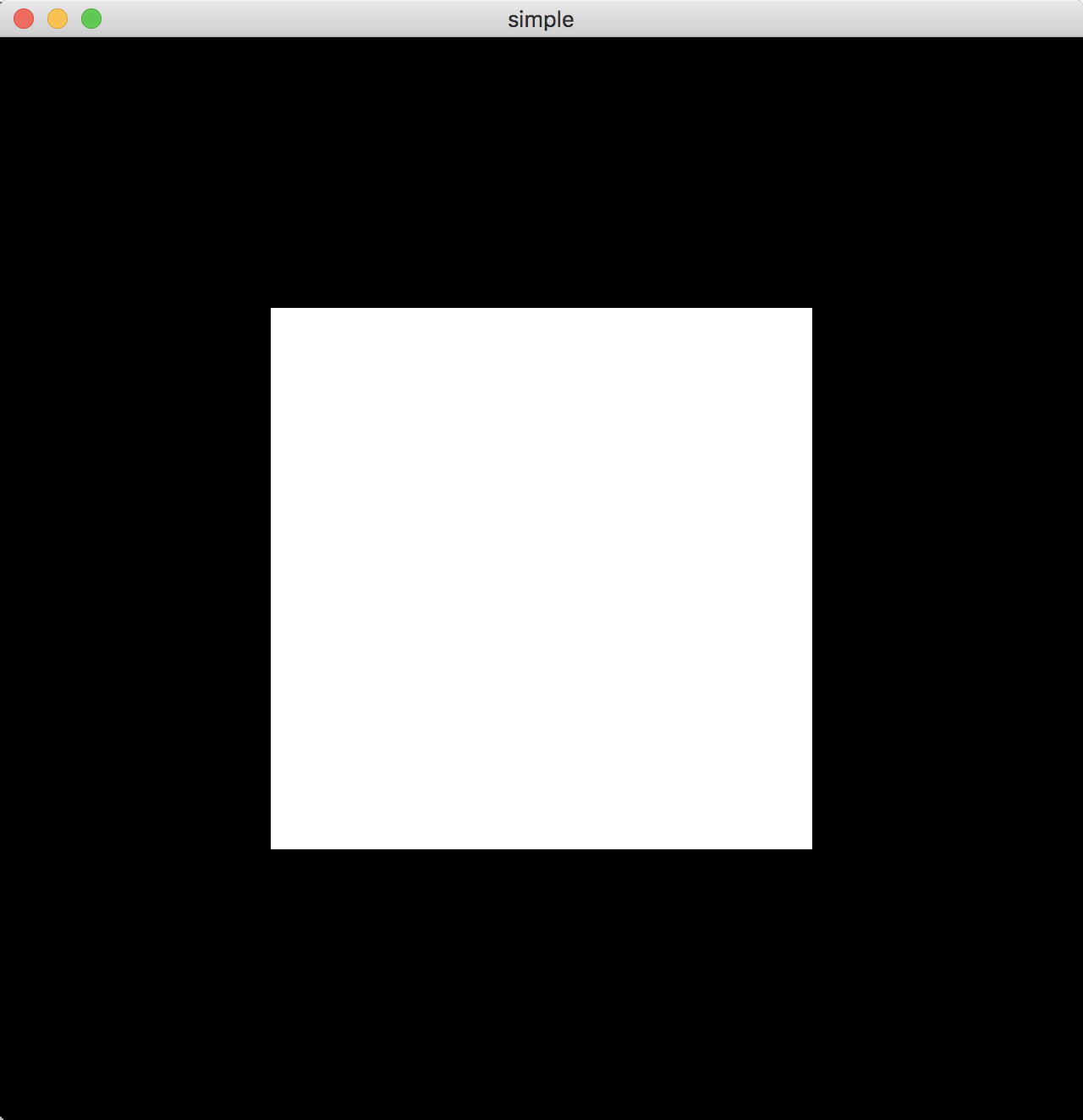


This is to run the DrawSquare file provided on the website. The final result is to get the square by click the screen.

Part B:







Click the keys on the keyboard to change the color of the cube.

Right click the screen to exit the program.

Method:

void myKeyboard(GLFWwindow\* window, int button, int scancode, int action, int mods){

if (action == GLFW\_PRESS) switch (button){

case GLFW\_KEY\_LEFT:{

glUseProgram(shader\_programme);

if(color > 0)

color = color-1;

else

color += 8;

vec4 left = vertex\_colors[color%8];

glUniform4fv(vertexColorLocation, 1, left);

break;

}

case GLFW\_KEY\_RIGHT:{

glUseProgram(shader\_programme);

color = color+1;

vec4 right = vertex\_colors[color%8];

glUniform4fv(vertexColorLocation, 1, right);

break;

}

}

}

void myMouse(GLFWwindow\* window, int button, int action, int mods){

if (action == GLFW\_PRESS && button == GLFW\_MOUSE\_BUTTON\_RIGHT){

glfwSetWindowShouldClose(window, GL\_TRUE);

}

}