



**Hacettepe University Computer  
Engineering Department  
BBM 414 Computer Graphics Lab.  
Experiment 5**

**Group Members:** Berat Eyüp YENİÇERİ(b21027587)

Hülya Şermin KARAKAŞ (b21591198)

## **Part 1**

In the first part of the experiment, it is expected to add buttons to the project. We downloaded the needed documents from the course page and we started to work on it. First we added the buttons. Then we tried to add functionality to that buttons. We used pointers to hold the data. When we first build the program, we got a problem. The buttons were pressable but when we press on them, the color of the shape was not changing. Then we print the data which holding with those values and we see that the data is holding and sending to main function and when we press the buttons the data was changing but the problem is that we did not set the data to shader's values. Then we set the data and the problem was solved.

## **Part 2**

In the second part of the experiment, it is expected to add light to the project which we submitted as part 2 of the experiment 4. Our previous experiment was not working so well. The trackball was not working. First we tried to fix the camera problem. However, we could not fix it. Then we tried to add lights to project. We were able to add the light but we could not change the place of them with w, a, s and d buttons. So we decided to not to submit part 2.

Basically, we worked on how to add the light and how to set the position of the light. However, when we change the position of the light the program was opening and closing at the same time like there is a bug in the code. We looked to the internet but we did not find similar problem.