CSCI 4458 | CSCI 5558
HW 00 - Getting Ready

Assigned: August 21, 2019
Due: August 26, 2019 @ 23:00h

Purpose

- Ensure that you have a machine that is ready for the assignments of the course.
- Ensure that you can compile and run OpenGL programs.

Assignment

1. Identify the version of OpenGL supported by your system. Specifically, the system you intended to use to demo your applications in either my office or in class.

2. Make sure that you have OpenGL, FreeGLUT, and GLEW installed on your personal system.

3. Compile and run the 'smooth.cpp' program from the class notes.

4. Modify the program to have a smoothly shaded square, with different colors in all four corners, centered in the output window. Change the window size, window location, and background color.

Submission

- Full credit will be given if yo complete the assignment by demoing your program before the due date of the assignment. This will require that you setup an appointment with me, come to my office hours, or approach me before/after class.