

# CS405 HW2 Report

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For this homework assignment, I changed the RGB value inside vec4.

```
void main() {  
    gl_FragColor = vec4(0.0, 0.0, 1.0, 1.0);  
}
```

Initially it was (1.0, 0.0, 0.0, 1.0) and which meant it was red. For it to be blue I changed the red value to 0 and changed the blue value from 0 to 1. Then I had the blue box.

