

CS550 Foundations of Computer Graphics

Homework 1

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The following files have been submitted for the assignment

```
Color.h          // header file for color class
Color.cpp        // contains static color methods
Robot.h          // header file for robot class
Robot.cpp        // robot class, represents the robot object
Thing.h          // header object for thing class
Thing.cpp        // thing class, basic object with position and angle
robotarm.h       // header file for robotarm application
robotarm.cpp     // robotarm application, animates the robot on screen
```

These files have been created, compiled and tested on a **Ubuntu 14.10** computer using the **g++ compiler AND Microsoft Visual Studio 10** on **Windows 7**.

Header guards are included to use the appropriate header files for either Windows or Linux as you will see at the top of the header files. If for some reason the header guard does not work for your machine you can refer to the following website for the appropriate naming convention for your OS.

<http://sourceforge.net/p/predef/wiki/OperatingSystems/>

If all else fails you can also comment out the sections labeled `linux headers` in the two files mentioned above.

If you are compiling with g++ the following command will work:

```
g++ *.cpp -o robotarm -lGL -lGLU -lglut
```

and to execute:

```
./robotarm
```

If you are using Visual Studio, copy the files into an empty project and build and run using the gui menu options.