CS550 Foundations of Computer Graphics

Homework 1

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The following files have been submitted for the assignment

```
bouncing.h     // header file containing global variables
bouncing.cpp   // main class containing key listeners and drawing functions
Ball.h         // header file for Ball class
Ball.cpp       // implements methods for Ball class
```

These files have been created, compiled and tested on a Ubuntu 14.10 computer using the g++ compiler.

Header guards are included to use the appropriate header files for either Windows or Linux as you will see at the top of the `Ball.h` and `bouncing.h` 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 bouncing -lGL -lGLU -lglut
```

and to execute:

```
./bouncing
```