Tutorial Week 2

1. Use the file for Assignment1. Like vertices, add a color attribute: Use the following color array.

   GLfloat colors[4][4] = {{1.0f, 1.0f, 1.0f, 1.0f},
                       {1.0f, 1.0f, 0.0f, 1.0f},
                       {1.0f, 0.0f, 1.0f, 1.0f},
                       {0.0f, 1.0f, 1.0f, 1.0f},
                   };

2. Change glDrawArrays to glDrawElements.

3. Draw points and change point size from shader.

4. Use the attached file for drawing multiple objects.