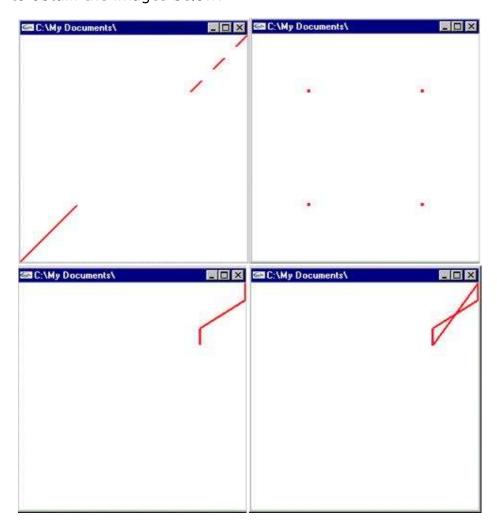
2/25/23, 2:18 PM Assignment 1

## **Assignment 1.**

OpenGL library (and GLUT The OpenGL Utility Toolkit). Introductive Aspects.

- This C++ program use the GLUT window management functions, the GLUT callback registration functions (for controlling the display, the
  - mouse or the keyboard), and the OpenGL begin/end paradigm used for drawing those geometric objects by specifying the coordinates of
  - their vertices, colors, etc.
- 2. Modify the previous C++ program: add line codes in the functions Display3, Display4, Display5, Display6, Display7, and Display8 in order
  - to obtain the images below:



2/25/23, 2:18 PM Assignment 1

