# Coms 331   Assignment 2   Fall 2017

Introduction

In this assignment you will make some "simple" modifications to the `Rectangle.cpp` program from Assignment 1 so that it draws a blue plus sign.

Program Description

Store a copy of `Rectangle.cpp` in a separate folder (`Assignment 2`) and rename it `PlusSign.cpp`. Also store copies of `Rectangle.vert` and `Rectangle.frag` in the `Assignment 2` folder and rename them `PlusSign.vert` and `PlusSign.frag`. Make the appropriate name changes in the text of `PlusSign.cpp`. It will be standard procedure to give the vertex and fragment shader files the same base name as the application file. In the long run, that will prevent much confusion.

Modify the list of coordinates of the vertices of the rectangle so that they represent the vertices of a "plus sign."
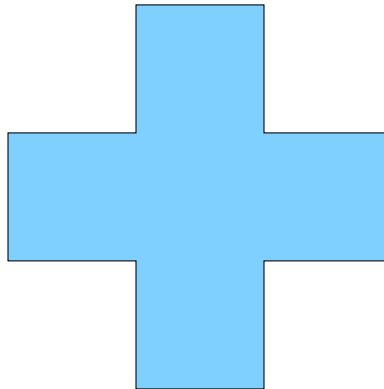
Each branch of the plus sign should be a square and the central part should also be a square. (Do not take that to mean that you must draw 5 separate squares. I am only describing the shape.) The color of the plus sign should be a pleasing shade of light blue. You may make the plus sign as big or as little as you like, but it must be big enough to see and small enough to fit within the window.

This shape can be defined as a single triangle fan with 12 vertices if you choose the base point correctly.

Due Date

This assignment will not be collected.