

Programming Assignment 2 Report

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1 Issues faced

- Faced problem with displaying status. Points were being generated too fast, the status seemed as if it was always "Generated points". Fixed this by adding a small delay so you can see generating points when changing the number of points.
- Faced issue with dynamically changing the animation speed. Solved it by making an interval function that is called with a dynamic variable.
- Faced an issue with changing the color of points using color picker. Fixed it by converting Hex value from color picker to RGB values, and passing the color of each point in the points array.

2 Lessons learned

- Learned how to changed colors, use shader buffers, use varying variables, and how to pass array of colors to vertex and fragment shaders.
- Learned how to set and dynamically change function parameters in javascript.
- Understood how sliders, color pickers and buttons work in html and javascript.

3 Remaining bugs

Not exactly a bug, but the code for showing generating points is sub optimal can be improved.