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# CSS 452: Programming Assignment #1

## Development Environment, and WebGL Drawing Areas

**Due time:** Please refer to our course web-site

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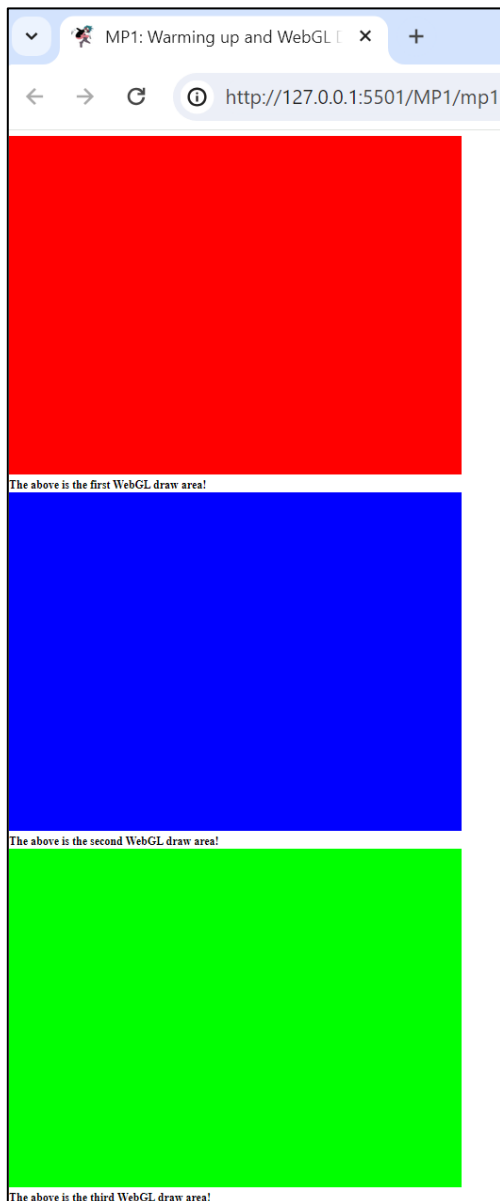
### Objective

In this programming assignment we will familiarize ourselves with the programming environment and take an initial look at development for an API as opposed to user programs. In this class, user programs are typically provided where you will modify and extend our library to support the given user programs.

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### Assignment Specification:

Here is a screen shot of the results from the assignment (yes!! There are three canvases!):



Please refine Example 2.2 to support the user program defined in the provided *index.htm* file, such that the above output can be generated. Hint, you must extend the given index.htm to draw the third canvas. The color of the third canvas is green: (0, 1, 0, 1). Additionally, to support the source code in the provided index.html, you must modify *core.js* to support:

- **core.initWebGL(CanvasID):**
  - **CanvasID:** is a string identifying a HTML5 Canvas object.
  - This function initializes the HTML5 canvas identified by CanvasID for WebGL drawing.
- **core.clearCanvas(Color):**
  - **Color:** is an array of 4 float, defining the background color of the WebGL drawing area.
  - This function clears the currently defined WebGL drawing area to the specified background color.

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## Credit Distribution

Here is how the credits are distributed in this assignment:

1.	Support for initWebGL() function		25%
	a. Initialize WebGL for the canvas ID		
2.	Support for clearCanvas() function		25%
	a. Proper clearing to the given color		
3.	Able to draw the third Canvas		30%
	a. Proper HTML5 format	15%	
	b. Proper color	15%	
4.	Proper submission		20%
	a. Zip file names with <b>NO SPACES</b>	10%	
	b. No extra unused files/folders (E.g., Test folder)	10%	
	c. Styles (project name, variable names, etc.)	10%	

This programming assignment will count 2% towards your final grade for this class.