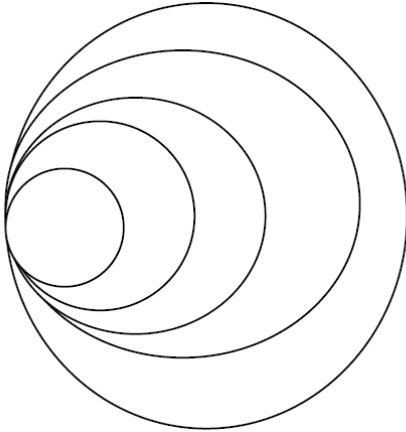


# TP1 Instructions

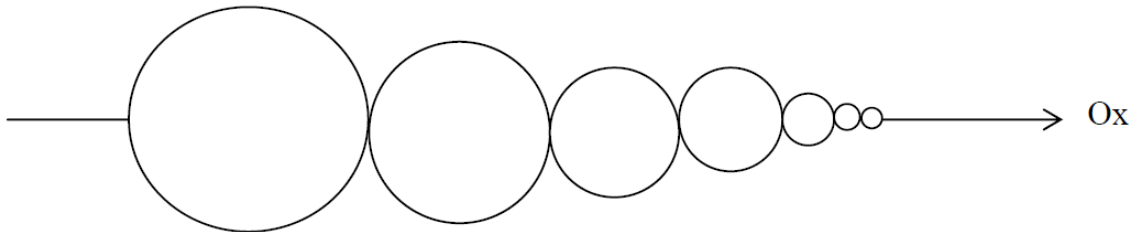
Prohibited to use `glTranslate`, `glRotate`, `glScale`.

1. Use a line loop to create a square. The function must take as parameters the square's center and the size of its edge.
2. Create a circle with a line loop. Take as input its center and radius.
3. Create a function to produce the following result:



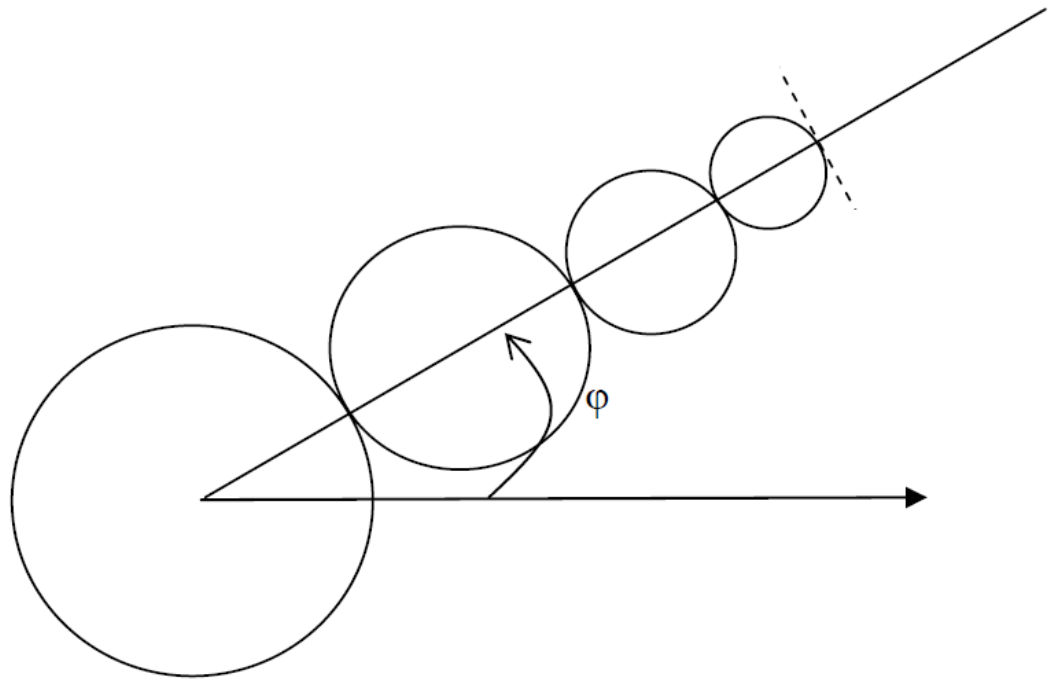
Take as input the number of circles and the percentage reduction.

4. Create a function to produce the following result:



The first circle is the one from the left. Take as input the number of circles and the percentage reduction.

5. Create a function to produce the following result:



Take as input the number of circles, angle and the percentage reduction.