Study of Basic Output Primitives in C++ using OpenGL

a). To create an output window using OPENGL and to draw the following basic output primitives – POINTS, LINES, LINE_STRIP, LINE_LOOP, TRIANGLES, QUADS, QUAD_STRIP, POLYGON.

b) To create an output window and draw a checkerboard using OpenGL.

c) To create an output window and draw a house using POINTS,LINES,TRAINGLES and QUADS/POLYGON.