

s202018021_06-07-ex1

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1. Instruction to compile the code

After using the `cd` (change directory) command to navigate to the correct working directory, use these following commands to compile the code:

```
% gcc -o 06-07-Periodic -framework GLUT -framework OpenGL 06-07-Periodic.c  
% ./06-07-Periodic
```

2. Brief review of the code

The exercise asks us to make the animation smoother by changing the `loopcounter` logic and the `glutTimerFunc` logic. I made `loopmax` to be 100 so that the increments are smaller.

I also made the refresh rate faster by changing the arguments that are passed into `void glutTimerFunc(unsigned int millis, void (*func)(int value), int value)` in `void ic2_timerhandler(int keynumber)` on line 145. This made the animation significantly smoother than how it was.

3. Result of execution

```
% ./06-07-Periodic
```

4. Explanation for extra files

`OUTPUT.png` - A screenshot of the output frame.

`OUTPUT.mov` - A quick screen recording of the output.