

# s202018021\_06-06-ex3

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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 06-06-LogoOpenGL -framework GLUT -framework OpenGL 06-06-  
LogoOpenGL.c  
% ./06-06-LogoOpenGL
```

## 2. Brief review of the code

In order to modify the original code and make it output a different logo, we only need to change the logic inside `void ic2_OpenGLLogo (float s)` function.

The `(0,0)` point is located at the center of the frame. Using this logic, it's easy to transform a simple line drawing into code commands.

Oh also I didn't like how it blinks at the end so I turned it off.

## 3. Result of execution

```
% ./06-06-LogoOpenGL
```

## 4. Explanation for extra files

`06-06-LogoOpenGL_OUTPUT` - A screenshot of the output frame.