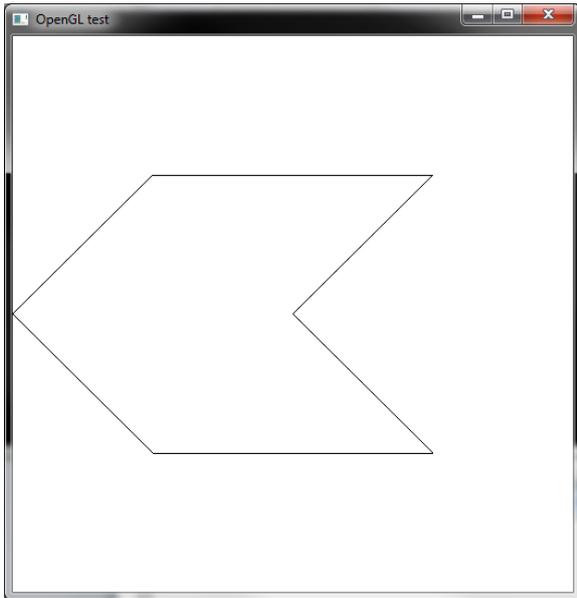


Quiz #3 (CSE4190.410)

October 5, 2011 (Wednesday)

Name: _____ Dept: _____ ID No: _____

1. (10 points) Fill in the blanks in the following OpenGL program.



```
#include <GL/glut.h>

void reshape(int width, int height)
{
    glViewport(0, 0, width, height);
    glMatrixMode(GL_PROJECTION);(+2)
    glLoadIdentity();
    glOrtho(-1, 1, -1, 1, -1, 1);(+2)
}

void display()
{
    glClearColor(1, 1, 1, 1);
    glClear(GL_COLOR_BUFFER_BIT);

    glBegin(GL_LINE_LOOP); (+2)
    glColor3f(0.f, 0.f, 0.f);
    glVertex2f(-1.0f, 0.0f);
    glVertex2f(-0.5f, 0.5f);
    glVertex2f( 0.5f, 0.5f);
    glVertex2f( 0.0f, 0.0f);
    glVertex2f( 0.5f, -0.5f);
    glVertex2f(-0.5f, -0.5f);
    glEnd();

    glFlush(); or
    glutSwapBuffers(); (+2)
}

int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitWindowSize(512,512);
    glutInitDisplayMode(GLUT_RGB);
    glutCreateWindow("OpenGL test");

    glutDisplayFunc(display);
    glutReshapeFunc(reshape);

    glutMainLoop(); (+2)
    return 0;
}
```