

Quiz #3 (CSE4190.410)

October 15, 2014 (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)
{
    if (width > height)
        glViewport((width - height) / 2, 0, height, height);
    else
        glViewport(0, (height - width) / 2, width, width);

    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(-1.0, 1.0, -1.0, 1.0);
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
}

void drawRect()
{
    /* */
    glBegin(_____);
    _____(-0.5f, -0.5f);
    _____(-0.5f, 0.5f);
    _____(0.5f, 0.5f);
    _____(0.5f, -0.5f);
    glEnd();
}

void display()
{
    glPushMatrix();

    glClearColor(1, 1, 1, 1);
    glClear(GL_COLOR_BUFFER_BIT);
    glColor3f(0.0f, 0.0f, 0.0f);
    for (int i = 0; i < 5; i++)
    {
        drawRect();
        _____(0.5f, 0.5f, 0.5f);
        _____(45.0f, 0.0f, 0.0f, 1.0f);
    }
    glut_____();

    glPopMatrix();
}
```

```
int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitWindowSize(512, 512);
    glutInitDisplayMode(GLUT_RGB);
    glutCreateWindow("Quzi #3 (not typo)");
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);

    glutMainLoop();
    return 0;
}
```

