Due Monday, Sept. 14, 2009 (Demos second half of class)

This project will focus on your understanding of OpenGL as well as get more comfortable with event driven programming. You must first completely understand the provided sample application on the course website. You will modify the sample application as follows:

1. Modify the line drawing functions so that small filled squares are drawn at the end points (you can use filled rectangles).

2. Replace the freehand drawing to draw polylines. A polyline is a sequence of connected line segments. Use the mouse to input an arbitrary number of points. Draw filled squares at each end point on the polyline.

3. Redraw: You will store the primitives drawn on the screen in memory, so that clearing the screen does not destroy the drawn objects. The redraw function will draw the saved primitives onto the screen. Use any data structure (STL vector or list, for instance)

Requirements

- Implementation in C++ or Java.
- Extend the pull down menus to support the new drawing primitives and operations.
- All drawing must be done using OpenGL, interactively (mouse, keyboard)
- **Documentation:** Your program must be well documented - all functions must have some documentation.
- **Evaluation:** An interactive demo of the project by the due date (usually part of the class) in 335. Also turn in hardcopies of your sources.