Due Wednesday, Sept. 23, 2009 (Demos second half of class)

This project will extend your existing application from part 1, to support interactive picking. All of your drawing functionality will remain the same. You will continue to support drawing lines and polylines and be able to clear or redraw at any time. Primitives are saved in a list as they are drawn.

Picking will be supported as follows:

- Objects drawn on the canvas must be pickable by mouse pointer.
- Picking a vertex of the primitive will pick the object. Either end point of a line or any of the vertices of a polyline can be picked.
- To implement picking, the list of the stored points of the objects are searched with the selected pick location (the mouse press location). A small square (5 by 5) region can be used for convenience.
- Once an object is picked, a bounding box is drawn around the object (from the min-max bounds of the vertices).

General 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 second half of class) in 335. Also turn in hardcopies of your sources