CSci 350 Assignment 3

The goal of this assignment is for you to get acquainted with OpenGL and GLUT.
Write a program to draw a set of objects. The program should have the following features:

1. Use at least a *for* loop to get non-trivial objects. You could, for instance, try to draw a fan of lines, a wheel, a sun with rays, a flower, a comb.

2. Include at least one polygon.

3. One of the polygons must have vertices of at least different colors.

4. Include a menu that toggles between drawing the polygons in your scene filled, or contour only. Also, the menu should allow to Quit.

You do not need to submit your code. We will demo it in class on Thursday.