

Sept 16
2008

Intro

- John Brosz → pages.cpsc.ucd.y ^{n jungle} ...
- no office, please email
- research
- undergrad here
- my goal is to get you through the assignments.

Course

- Assignments - 4 (
 - coding
 - expect to get bigger
- Midterm
- Final

⇒ Important you know your linear algebra!

Survey

- Survey - Who has used C++? C? A lot? Makefile?
- Anyone OpenGL? DirectX? GLUT? QT?

→ LINUX only please

→ QT or glut, I'll show both

Questions?

OpenGL is ...

what it does
cross platform

GLUT handles window creation
also cross platform

→ make sure you compile with

```
g++ -lGL -lGLU -lglut -lXi -lXmu  
-l/usr/X11R6/lib foo.cpp
```

A simple glut program

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

```
void display()  
{  
    glClear(GL_COLOR_BUFFER_BIT);  
    glColor3f(1, 1, 1);  
    glBegin(GL_POLYGON);  
        glVertex2f(-.5, -.5);  
        glVertex2f(-.5, .5);  
        glVertex2f(.5, .5);  
        glVertex2f(.5, -.5);  
    glEnd();  
    glFlush();  
}
```

```
int main(int argc, char ** argv)  
{  
    glutInit(&argc, argv);  
    glutCreateWindow("Simple");  
    glutDisplayFunc(display);  
    glutMainLoop();  
}
```

→ experiment

→ play with QT tutorial

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