

## CISC181H Spring 2009 Lab06- OpenGL/GLUT

All programs must be properly commented and indented (see Assignment Standards on the class website). Ask your TA for guidance.

### Program

- Add graphics to your tic-tac-toe program using the graphics library OpenGL/GLUT. The program should display the current board for a few seconds, then clear the board, make the next move, and display the next image. Remember, there need not be any user interaction, since your program features computer vs. computer.
- Provided is a program that displays a circle, waits 5 seconds, and then displays a line. This should be more than enough to help you design your game. Take a careful look at the sample code provided.
- You may have trouble getting the graphics libraries linked into your program. I ran the sample code on a Sunray which was ssh'd onto Strauss. If you choose to do it another way, that is fine, but I might not be able to help you if you have trouble. Start early so that you can get things properly linked. Make sure you have your LD\_LIBRARY\_PATH properly set.
- Work in your project teams. Only submit one copy per team.
- As it was Matt who designed this lab, you might want to direct any questions pertaining to the lab to Matt first, before asking Professor Harvey.
- Make a single script file (see lab00 for the instructions) where you cat, compile, and run lab code in its final form. Don't worry about not being able to capture the images; I will run your code and see the pretty pictures for myself.

Submit all program files and your script on WebCT by midnight before your next lab. Give the paper version of the complete script file only on paper to your TA at the beginning of your next lab. Note: Cat, compile, and run each program in order - do not cat all programs, then compile, etc.