COSC 338 – Lab #1
Turtle Power!

Purpose: Familiarize yourself with OpenGL and your IDE of choice.

Task: Your first task today is to assist in getting all of the lab computers set up correctly for OpenGL programming. The instructions will be provided and they are posted on the website.

The second task is question 2.4 from the textbook. Specifically:

Turtle Graphics is an alternative positioning system that is based on the concept of a turtle moving around the screen with a pen attached to the bottom of his shell. The turtle's position can be described by a triplet (x, y, theta), giving the location of the turtle and the orientation. Implement this library including an init(x, y, theta), forward(distance), right(angle), left(angle), pen(up_down).

This lab can be worked on in pairs.

Due: By the start of class Tuesday. No exceptions (unless the computers aren't functioning correctly). To be turned in via Digital Dropbox.