1. Create a CodeWarrior project that includes the OpenGL libraries.

2. Add the program Lecture 1 Demo 1.cpp to the CodeWarrior project and run it.

3. Use the mouse to expand or contract the window in various directions. What happens to the scene?

4. In main(), change the window size and run it again.

5. In main(), change the window position and run it again.

6. In main(), change the window title and run it again.

7. Comment out the call to glutInit() and then run the program to see what happens. Uncomment it when you are done.

8. Comment out the call to glutInitDisplayMode() and then run the program to see what happens. Uncomment it when you are done.

9. Comment out the call to glutInitWindowSize() and then run the program to see what happens. Uncomment it when you are done.

10. Comment out the call to glutInitWindowPosition() and then run the program to see what happens. Uncomment it when you are done.

11. Comment out the call to glutCreateWindow() and then run the program to see what happens. Uncomment it when you are done. We should always make these five function calls, even if it seemed to make no difference in this experiment.