1. Use the program Lecture 6 Demo 1.cpp for this and the next several exercises. Draw a green triangle.

2. Draw a blue quadrilateral.

3. Draw a quadrilateral with alternating red and blue vertices.

4. Run the previous program again. Use the controls to zoom in on the rectangle. Does anything unusual happen?

5. Draw a convex yellow octagon.

6. Modify the octagon of the previous exercise so that all the vertices are different colors. Can you tell by the colors how the polygon was tessellated?

7. Modify the octagon of the previous exercise by rearranging the order of the vertices so that the polygon is no longer convex. Your octagon may include intersecting edges. What is the effect?

8. Use the program Lecture 6 Demo 15.cpp for this and the next several exercises. Use glutSolidSphere() to draw a shiny green sphere with 40 slices and 40 stacks.

9. Modify the sphere of the previous exercise so that the sphere has 10 slices and 40 stacks. Rotate the sphere and see if you can tell that it is not perfectly round.

10. Modify the sphere of the previous exercise so that the sphere has 40 slices and 10 stacks. Rotate the sphere and see if you can tell that it is not perfectly round.

11. Modify the previous exercise by replacing glutSolidSphere() with glutWireSphere(). Rotate the sphere to see the wire frame from different angles.