Overview: This is a simple assignment to get you familiar with OpenGL. You are to write a program that displays a 2-dimensional Cartesian coordinate system, such that the origin is in the center of the display. The X-axis and Y-axis should be drawn in red, on a white background. For full credit, the X-axis should have hash marks at intervals of $\Pi/2$. The Y-axis should have hash marks at $-1$ and $1$. You should then plot the sine and cosine functions in blue and green, respectively. The domain for each function should be $[-2\Pi, 2\Pi]$.

Getting Started: Refer to the sample programs in Chapters 2 and 3 of Hearn and Baker, as well as the examples from class. Chapter 2 of the Red Book will also be invaluable….especially the blurb about GL_LINE_STRIP. Make sure to get started early…this is not a long program, but you’ll have to work through some OpenGL quirks.

Grading: Grading will be based on completeness, elegance of solution, and style. Be sure to comment your code appropriately.