

This is an individual *Programming Project*. Collaboration is not permitted.

Write an OpenGL/GLUT program that draws your company's patch logo. Submit only source code files, header files, a Makefile, *and a digital image* of the actual logo, in jpg format. Submit nothing else. Submission instructions can be found at:

www.cs.usna.edu/~stahl/SI460/Spring2008/Admin/LN00.SubmissionRequirements.pdf

Your program must:

1. Initially use a 512 x 512 window, but handle window resize such that the patch is rendered with correct proportions. Do not allow the window size to be made smaller than 256 x 256.
2. Allow the user to exit the program via a menu selection
3. Produce colorful output (even if the actual logo is not colorful. Use artistic license!)
4. Include stroke text (even if the actual logo has no text).
5. Use double buffering.
6. Render at least one circle or disk, or partial circle/disk, using a GLU quadric object (even if the actual logo does not have any of these shapes).