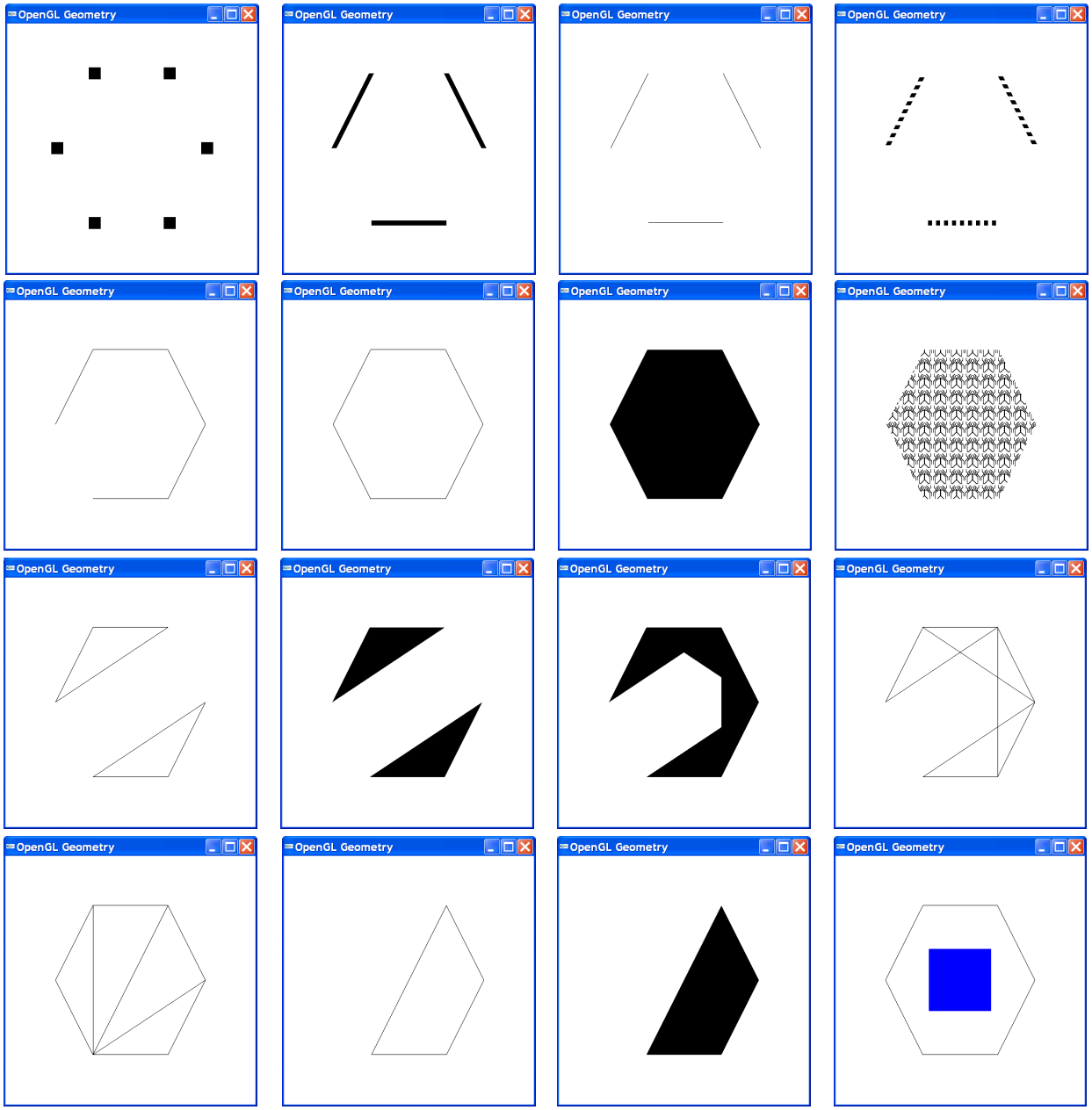
Create a MSVC++6.0 Win32 Console Project for this lab; add the given files to the project and build it. Determine your answers by modifying, recompiling and running the code as necessary, but do not modify the code from after `glBegin()` to `glEnd()`.

Using the letters below, list in order the minimal sequence of OpenGL calls needed in the display callback to produce each of the following images. Put your answers on back on the answer sheet.

```
A glClearColor(1,1,1,1)
B glColor3f(0,0,0)
C glColor3f(0,0,1)
D glPointSize(  8 )
E glPointSize( 24 )
F glLineWidth( 10 )
G glLineStipple( 2, 0xf0f0 )
H glLineStipple( 1, 0x1010 )
I glEnable( GL_LINE_STIPPLE )
J glEnable (GL_POLYGON_STIPPLE)
K glPolygonStipple( fly )
L glPolygonStipple( halftone )
M glPolygonMode( GL_FRONT_AND_BACK, GL_POINT )
N glPolygonMode( GL_FRONT_AND_BACK, GL_LINE )
O glPolygonMode( GL_FRONT_AND_BACK, GL_FILL )
P glBegin( GL_POINTS )
Q glBegin( GL_LINES )
R glBegin( GL_LINE_STRIP )
S glBegin( GL_LINE_LOOP )
T glBegin( GL_POLYGON )
U glBegin( GL_TRIANGLES )
V glBegin( GL_TRIANGLE_STRIP )
W glBegin( GL_TRIANGLE_FAN )
X glBegin( GL_QUADS )
Y glEnd()
Z glRectf(-0.25, -0.25, 0.25, 0.25)
```

Answer Sheet Name: _____



1. _____ 2. _____ 3. _____ 4. _____

5. _____ 6. _____ 7. _____ 8. _____

9. _____ 10. _____ 11. _____ 12. _____

13. _____ 14. _____ 15. _____ 16. _____

List another sequence that produces the same image as in

1. _____

6. _____

Use glGet* to determine the minimum and maximum allowable point sizes for this implementation of OpenGL:

min _____ max _____