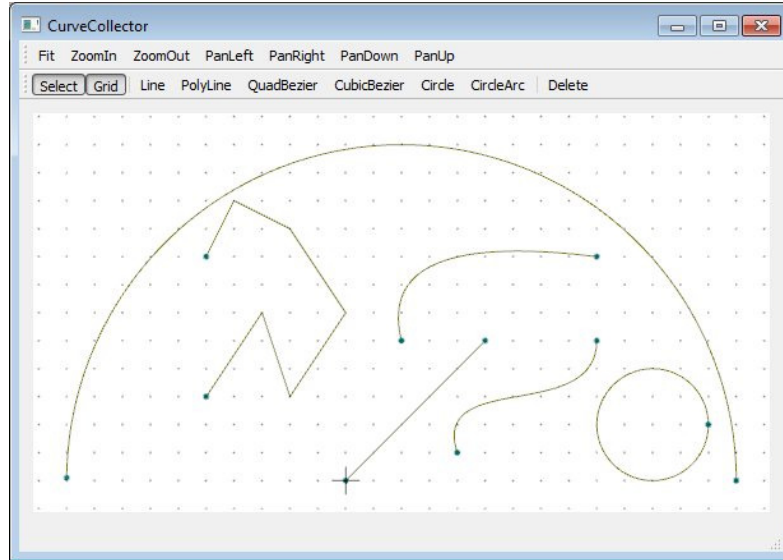**Introduction to Computer Graphics for Engineering**

Short Course - 16th -18th June 2014

Creation of digital curves using the mouse and visualization of digital curves

Complete the graphics program available in the course homepage:
http://www.tecgraf.puc-rio.br/~lfm/HW3_CurveCollector.zip.
This program uses Qt interface system and OpenGL graphics system.
Understanding the given code is part of the assignment.

An executable program, which is the solution of the assignment, is provided:
http://www.tecgraf.puc-rio.br/~lfm/HW3_CurveCollector-solution.zip.

Assignment
1. Complete the lines of code in file `glpanel.cpp` that are indicated by comments
    `/*** COMPLETE HERE – GLPANEL: XX ***/`.

2. In the given program, only a straight line curve is implemented. The objective of this
    assignment is to add the following types of curves to the programa:
    Polyline: open polygonal line.
    QuadBezier: quadratic bezier.
    CubicBezier: cubic bezier.
    Circle: full circle.
    CircleArc: open arc circle.
    Image icons should be used in the graphics interface.