Write a shader program that continuously shoots a particle from the left side of the screen to the right side and another particle from the right to the left.

Code:
//particle.cpp

... void display(void)
{
  GLfloat vec[4];

  glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
  glColor3f ( 1, 0, 0 );  //red, this will have no effect if shader is loaded
  glPointSize ( 20 );

  glBegin ( GL_POINTS );  //need "GL_POINTS"; "GL_POINT" does not work
    glVertex2f ( -15, 6 ); //starting position of particle
  glEnd();

  glBegin( GL_POINTS );
    glVertexAttrib3f( velParam, 10, 10, 0 );
    glVertexAttrib3f( loc, 1, 0, 1 );
    glVertex2f ( -15, 6 ); //starting position of particle
  glEnd();

  glBegin( GL_POINTS );
    glVertexAttrib3f( velParam, -10, 10, 0 );
    glVertexAttrib3f( loc, 0, 0, 1 );
    glVertex2f( 15, -6 );
  glEnd();

  glutSwapBuffers();
void main(void)
{
  color = temp;

  float s = 1000.0;  //scale factor
  float g = -10.0;
  float t;
  t = time / s;    //time in ms
  vec4 object_pos = gl_Vertex;  //starting position

  object_pos.x = object_pos.x + vel.x*t;
  object_pos.y = object_pos.y;
  object_pos.z = object_pos.z + vel.z*t;

  gl_Position = gl_ModelViewProjectionMatrix * object_pos;
}

Report:
    I have successfully finished all parts of lab 7.