Assignment 2
CEG4500/CEG6500
Computer Graphics
Assignment 2:
Extend the software from the first assignment to include the capability to rotate. Put three sliders in the remaining quarter of your window:

```
<table>
<thead>
<tr>
<th>Top or xy view</th>
<th>Side or yz view</th>
</tr>
</thead>
<tbody>
<tr>
<td>Front or xz view</td>
<td></td>
</tr>
</tbody>
</table>
```

By moving the sliders, the object of the scene should rotate by 360 degree around the x-, y-, or z-axis, respectively. The objects should be displayed in the center of the images in order to ensure that they do not rotate out of the window.
Assignment 1

Useful OpenGL functions:

```c
void mousecb (int button, int state, int x, int y);

glutMouseFunc (mousecb);
```

Specifies a mouse callback function. This function is called whenever the mouse moves, or a mouse button is pressed. The parameters x and y resemble the window coordinates where the mouse cursor was located during the event. The button can be one of the following:

- GLUT_LEFT_BUTTON
- GLUT_MIDDLE_BUTTON
- GLUT_RIGHT_BUTTON