Assignment 2
CEG476/CEG676
Computer Graphics I
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 objects 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:

```c
GLUT_LEFT_BUTTON
GLUT_MIDDLE_BUTTON
GLUT_RIGHT_BUTTON
```
Assignment 1

```c
glutPostRedisplay ();
```

Force OpenGL to redraw the image. This is useful if you changed the objects in the scene. In our case, you can change the location of a slider after a mouse event and then force OpenGL to redraw so that the slider appears at the correct, i.e. updated, location.