Z buffer store z coordinates.

Height and width declared.

Declaring a dynamic array as picture resolution with height and width.

K1 user to donut distance (scales) going back and forth in z axis.

K2 donut shape manipulate (using formulae)

Theta and phi.

Theta horizontal rotation

Phi vertical rotation

The more theta increases the more it displaces.

At start res is empty

Z buffer is 0 at start

The more it increments the more the rotations

Luminance—where depth is more

Z\_buffer -> luminance and depth purpose

System cls – clear screen

For loop for resolution for where to print and when to print

Sleep function for making it print fast or slower