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I used attribute based shading for this assignment. This type of shading uses a texture map to determine the color of the pixels of an object. The UV coordinates of the texture map are calculated in the following way.

$$UV = (\ dot(N, L),\ abs(dot(N,V))\ \wedge\ r)$$

where N is the normal for that fragment
L is the light for that fragment
V is the view position currently
r is a user controlled variable that is greater than 0

Note: dot(N,L) cannot be negative. If it does become negative I have set up to be changed to 0.1

The only major data structure that I used for this assignment was vectors that would allow for different textures to be used at run time.

USER MANUAL:

Pressing the K key will decrease the r value
Pressing the L key will increase the r value
Pressing the T key will change the texture that is being used for Attribute based texture mapping