**B Group:**

**Class work 01:**

Draw a simple cube by defining Normal on each face and apply the only green material properties on it. Use a white light in your scene.

**Class work 02:**

Set a white spot light in the scene. Move the viewer (not the object) along the Z axis and observe the specular effect.

**(Use your own defined transformation functions. In case of rotation matrix, convert the degree to radian first.)**

**A Group:**

**Class work 01:**

Use glColor3fv function to apply colors to the vertices defined in array colors. Then translate the pyramid up or down using key actions.

**Class work 02:**

Create a mirror reflection of the pyramid assuming XY plane as the mirror and then scale the pyramid by 0.7 times and finally continuously rotate w.r.t Z axis centered at a middle point of the pyramid on a key toggle action.

**(Use your own defined transformation functions. In case of rotation matrix, convert the degree to radian first.)**