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**ABSTRACT**

This program demonstrates a simple illustration of the Solar System. Here the Sun and the planets are represented in the form of solid spheres with different radii.

Here we use the keyboard and the mouse as input devices. Keyboard events are generated when one of the keys is pressed or released. The GLUT function glutKeyboardFunc is the callback for events generated by pressing the key. All the keyboard callbacks are registered in a single callback function, such as the following:

glutKeyboardFunc(keyboard);

Mouse events are generated when one of the mouse buttons is clicked or released. The GLUT function glutMouseFunc is the callback for events generated by pressing the mouse button. All the mouse callbacks are registered in a single callback function, such as the following:

glutMouseFunc(mouse);

The callback is specified in GLUT by the following function call:

glutDisplayFunc(display);

It is invoked when GLUT determines that the window should be redisplayed.

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