Computer Graphics Project #3: Texture Mapping on Object Loader

- Read 'Cube.obj' file and store the following data in appropriate structures
  - Get vertices x,y,z (*v lines*)
  - Get texture cords either x,y (*vt lines*)
  - Get indices list that include vertex index, texture index, normal index, *f lines*
  - Apply Texture image to cube

- Indices format is as follows
  - f → v index /vt index /vn index
  - if no vt f → v//vn
  - handle the error checking accordingly
  - Use 'given framework for your implementation
  - Set gluLookAt(0,0,3,0.0,0.0,0.0,0.0,1.0,0.0);
  - Use the Texture image from here or similar

- You will get extra 5 points for using typedef structure for own data types

- Draw the scene using the following format & follow the given key setup

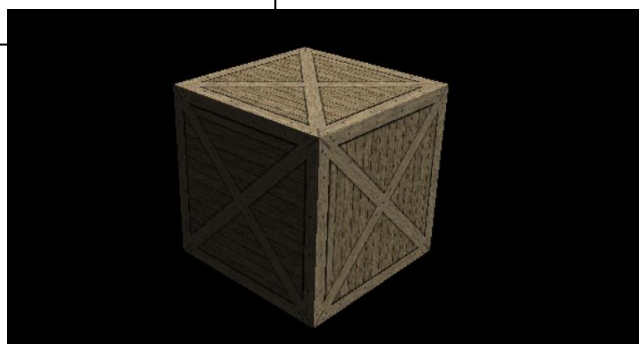
```
glBegin(GL_TRIANGLES);

  glNormal3f(.....
  glTexCoord2f(..
  glVertex3f(.....

  glNormal3f(.....
  glTexCoord2f(..
  glVertex3f(.....

  glNormal3f(.....
  glTexCoord2f(..
  glVertex3f(.....

glEnd();
```

GLUT_KEY_END: zoom in
GLUT_KEY_HOME: zoom out
GLUT_KEY_UP: Rotate Up around X-Axis

GLUT_KEY_DOWN: Rotate Down around X-Axis

GLUT_KEY_LEFT: Rotate Left

GLUT_KEY_RIGHT: Rotate Right
'w' : wire frame



Include your *Name*, *ID*, *Class* and *Project Name* at the top of the code. Please comment your code describing what each of your code line dose. Save the file as "projectXX.cpp"