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➢ code flow:

- The display function is responsible for rendering the graphics, and the reshape function is responsible for handling any changes in the window size.
- The keyboard function handles the user inputs. The user's choice of projection is determined based on the input '1' or '2', and the zoom in/out and spinning directions are updated based on the user's input.
- The display function is called repeatedly to redraw the scene, and it starts by clearing the color buffer, loading the identity matrix, and setting the color and line width for rendering the graphics.
- The graphics to be drawn is determined based on the user's choice of projection. For orthographic projection, the triangle is rotated around the z-axis based on the current spin variable and then draws the triangle within the viewing box.
- For perspective projection, the pyramid is translated along the z-axis based on the z-offset variable and the pyramid is rotated around the y-axis based on the current spin variable. Then, the pyramid is drawn within the frustum.
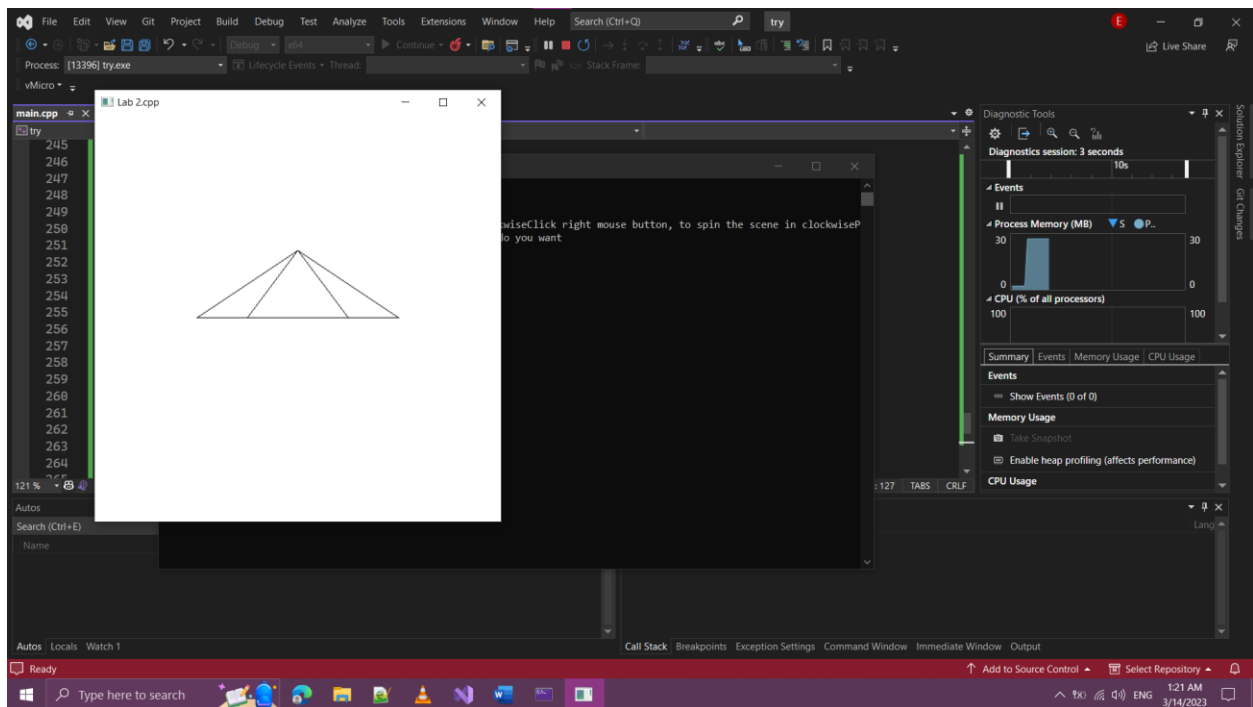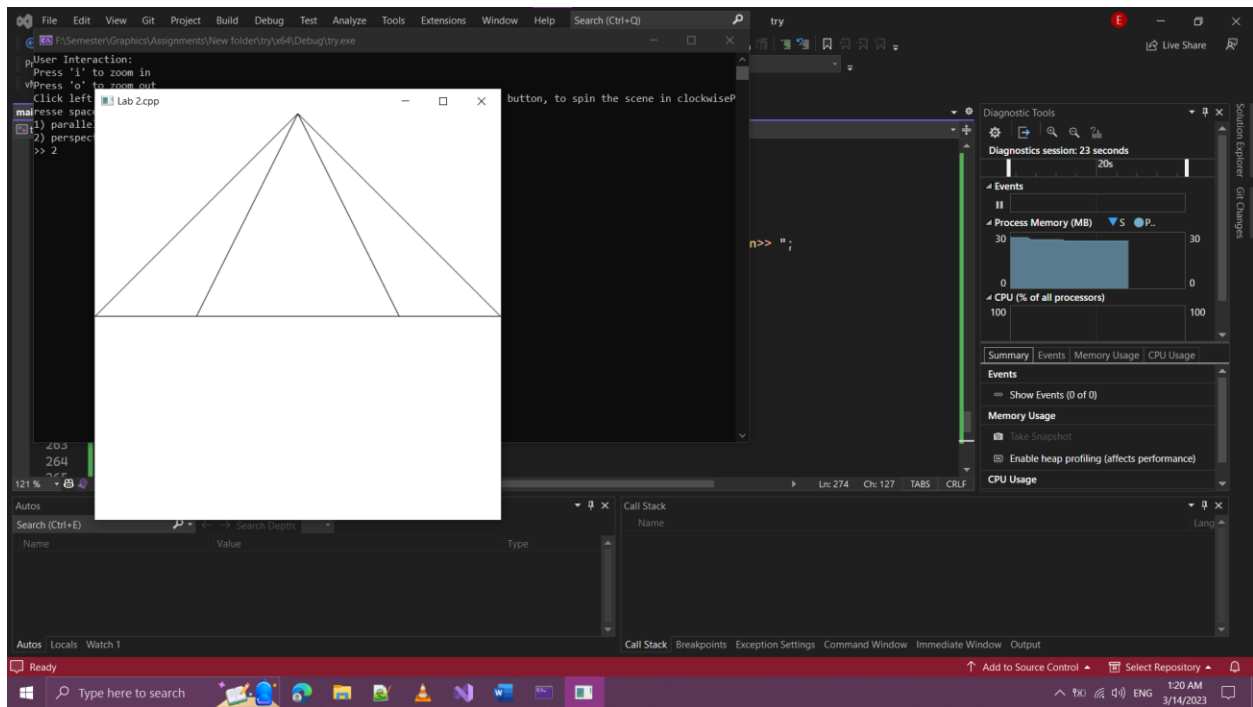
➢ screenshots:

- The triangle:
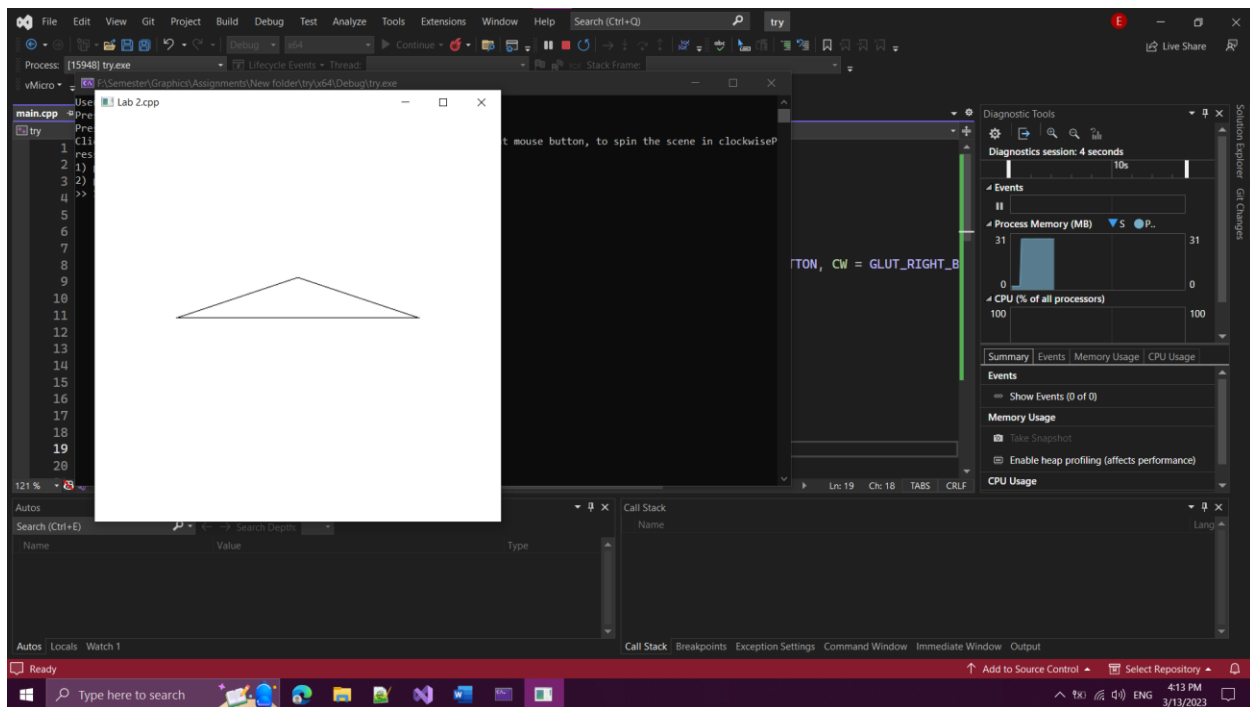
- Rotate the triangle:
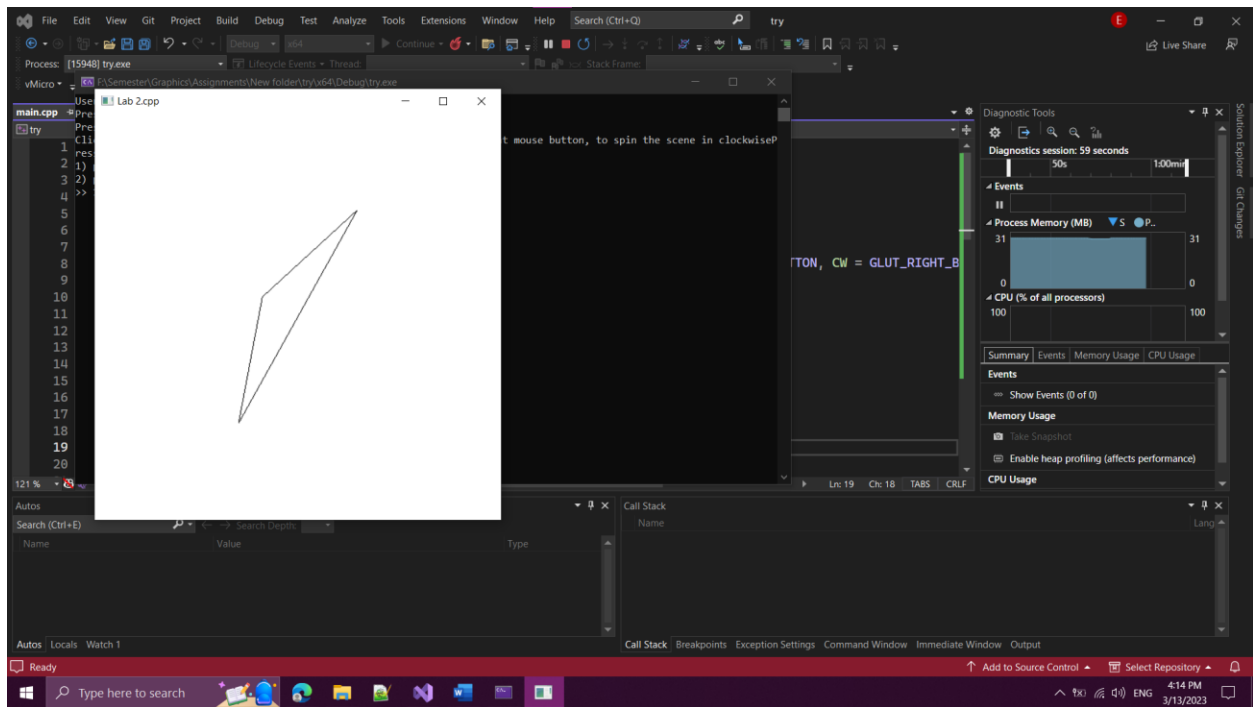
- The Pyramid:

- When Zoom-in:

- When Rotate: