Due: November 13 at class time.

Assignment

Write a Java program that uses OpenGL 3D to draw a house with at least two open windows. Place a table inside the house with an object of your choosing resting on top of the table. Include some kind of lighting inside the house so the table and object on it can be seen from outside. Give me the ability to view the house from various angles as with Eck's camera trackball.

Instructions for Turning in Your Program

Zip your source code and submit it to Canvas by the designated deadline for this exam. Also, turn in a hardcopy of your source code on the due date. Include a README file that identifies any resources that you have used, including any code from the textbook and its web site.