Implementation:

- In this final Project, I have Implemented Phong-shaded and texture-mapped shapes
- using the Phong Illumination Model.
- First I have updated the lightingParams module & textureParams module.
- After that I have updated Phong.vert, Phong.frag, texture.vert & texture.frag files.
- I have also Implemented textingMain1.java file for extra credit.
- For running textingMain1.java file, I have edited shapes.java file. In that file, I have added vertices, normals, normalIndices, elements and object of Sphere and Cone.
- In textingMAin1.java file, I have made one Snowman and one teapot.
- I have Snowman using Cone, Sphere and Smiley2.png.
- I have applied Phong shading on Sphere, Cone and Teapot.

Subimission:

- In Final Project Folder, I have put modified Phong.vert, Phong.frag, texture.vert , texture.frag, lightingParams.java, textureParams.java, shapes.java textingMain.java & textingMain1.java files.
- You can run the project by textingMain.java & textingMain1.java file.
- Output of Both file are below.