### README File:

### Controls

The following keyboard controls allow you to interact with the 3D objects:

#### Object Switching

* **Enter**: Switch between the cube, pyramid, and prism.

#### Translation (Move Object)

* **I**: Move the object along the positive x-axis.
* **K**: Move the object along the negative x-axis.
* **J**: Move the object along the positive y-axis.
* **L**: Move the object along the negative y-axis.
* **U**: Move the object along the positive z-axis.
* **O**: Move the object along the negative z-axis.

#### Rotation

* **Up Arrow**: Rotate the object along the positive x-axis.
* **Down Arrow**: Rotate the object along the negative x-axis.
* **Left Arrow**: Rotate the object along the positive y-axis.
* **Right Arrow**: Rotate the object along the negative y-axis.
* **Page Up**: Rotate the object along the positive z-axis.
* **Page Down**: Rotate the object along the negative z-axis.

#### Scaling

* **1**: Scale the object down (reduce size).
* **2**: Scale the object up (increase size).
* **3**: Scale the object down (reduce size).
* **4**: Scale the object up (increase size).
* **5**: Scale the object down (reduce size).
* **6**: Scale the object up (increase size).

### Code Overview

#### cube.py, pyramid.py, prism.py

Each of these files contains a class definition (Cube, Pyramid, Prism) that initializes the vertices and edges for the respective shape and includes a draw method to render the shape using OpenGL.

#### display.py

The main script that:

* Initializes Pygame and sets up the display.
* Sets up the perspective and translation.
* Initializes the 3D objects.
* Contains the main loop to handle events (keyboard) and render the current object.

### Dependencies

* Pygame
* PyOpenGL