

REFERENCES

- <https://www.khronos.org/> OpenGL Documentation.
- <http://freeglut.sourceforge.net/docs/api.php> Free glut Implementation Details.
- <http://nehe.org/> NeHe Tutorials on OpenGL game development.
- <https://learnopengl.com/> OpenGL tutorial Documentation.
- Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version, 3rd/ 4thEdition
- Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition.
- James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: