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//CSC 4356
//cs435637
//Assignment 2
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```

The objective of Assignment 2 is to ‘familiarize us with basic 3D model manipulation and basic user interface.’ Trackball.cpp contains the source code that allows the user to manipulate the object in various ways. Below are some short descriptions of key functions. Using these functions the user is able to run the executable I have submitted to rotate, translate, and zoom on the object inside the window.

`Draw()`

Contains the code that gives the window a visual representation of the image movement. For example, using `glTranslate`, `glRotate`, and `glScale` we can manipulate an object’s position to correspond with the received mouse/button inputs from the user.

`Specialkey(int key, int x, int y)`

Contains the translation values for each directional key.

`MouseWheel(int wheel, int direction, int x, int y)`

Contains the scaling zoom values for moving the mouse wheel up or down.

`mouseMotion(int x, int y)`

Contains the array `currPos[]` that updates the position of the mouse.

`mouseButton(int button, int state, int x, int y)`

Contains the code to check if the left mouse button is being pressed. If it is, it allows the user to rotate the object.