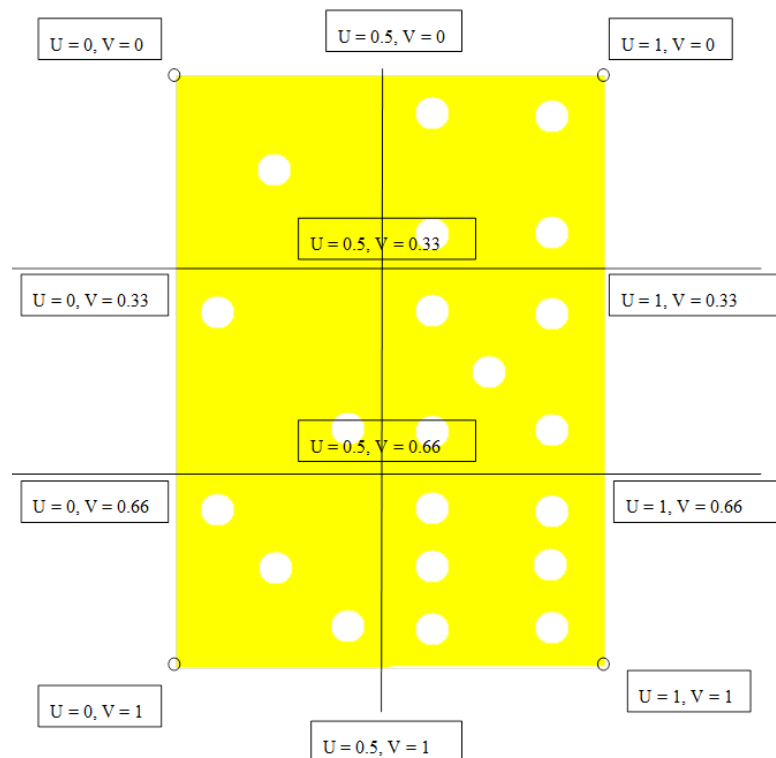


## Exercises

**A**mend the program produced in Lab 1 by replacing the cube.h and cube.cpp files with the new ones supplied on GCU Learn. In this example the cube will be textured using one image that contains all six faces of the cube. To correctly map the texture to the cube we need to use the texture coordinates U and V.

See diagram.



## Exercises

1. Are there any issues with the newly textured cube? Fix all issues. Using the wiki page provided write a summary of how your code works giving annotated code examples. Attach your class, .cpp and .h files, to your page.
2. Make the dice rotate around the X, Y and Z axis's when the up/down and left/right arrow keys are pressed and use Q/W for the Z axis. Using the wiki page provided write a summary of how your code works giving annotated code examples. Attach your class, .cpp and .h files, to your page.
3. Texture the cube as a Rubik's cube. Using the wiki page provided write a summary of how your code works giving annotated code examples. Attach your class, .cpp and .h files, to your page.