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**Lab Exercise 9: 3-Dimensional Projections in C++ using OpenGL**

Write a menu driven program to perform Orthographic parallel projection and Perspective projection on any 3D object.

Set the camera to any position on the 3D space. Have (0,0,0) at the center of the screen. Draw X, Y and Z axis. You can use gluPerspective() to perform perspective projection.

Use keyboard functions to rotate and show different views of the object. [Can use built-in functions for 3D transformations].