case'1': amb   
case'2': point

case'3': infinit

case'L':  
case'l': light

case 'O' :

case 'o' : System.exit(0);

case 'R' :  
case 'r' : color = new ColorType(rng.nextFloat(),rng.nextFloat(),rng.nextFloat());

case 'H' :

case 'h' :clearPixelBuffer();

case 'S' :  
case 's' :toggle\_ks

case 'A' :  
case 'a' :toggle\_ka

case 'D' :  
case 'd' :toggle\_kd

case 'P' :  
case 'p' : phong

case 'G' :  
case 'g' : gouraud

case 'F' :  
case 'f' : flat  
  
case 'Z':object\_translation\_x+=5;  
case 'z':object\_translation\_x-=5;

case 'X':object\_translation\_y+=5;  
case 'x':object\_translation\_y-=5;

case 'C':object\_translation\_z+=5;  
case 'c':object\_translation\_z-=5;

case 'V':camera\_translation\_x+=5;  
case 'v':camera\_translation\_x-=5;

case 'B':camera\_translation\_y+=5;  
case 'b':camera\_translation\_y-=5;

case 'N':camera\_translation\_z+=5;  
case 'n':camera\_translation\_z-=5;

case ',' :radius -= 1f;

case '.' :radius += 1f;

case 'Q' :

case 'q' :rotation\_angle = 0;  
 axis[0] = 1f;  
 axis[1] = 0f;  
 axis[2] = 0f;

case 'W' :  
case 'w' :rotation\_angle = 0;  
 axis[0] = 0f;  
 axis[1] = 1f;  
 axis[2] = 0f;

case 'E' :  
case 'e' :rotation\_angle = 0;  
 axis[0] = 0f;  
 axis[1] = 0f;  
 axis[2] = 1f;

case 'M' :rotation\_angle+=1;  
case 'm' :rotation\_angle-=1;

case 'T' :  
case 't' : testCase = (testCase+1)%numTestCase;

case '<': Nsteps = Nsteps < 4 ? Nsteps: Nsteps / 2;  
 System.out.printf( "Nsteps = %d \n", Nsteps);  
 drawTestCase();  
 break;

case '>':Nsteps = Nsteps > 190 ? Nsteps: Nsteps \* 2;  
 System.out.printf( "Nsteps = %d \n", Nsteps);  
 drawTestCase();  
 break;  
 case '+':  
 ns++;  
 case '\_':  
 if(ns>0)  
 ns--;  
case ')':  
 oppset\_ks+=0.05;

case '0':  
 oppset\_ks-=0.05;

case '(':  
 oppset\_kd+=0.05;

case '9':  
 oppset\_kd-=0.05;

case '\*':  
 oppset\_ka+=0.05;

case '8':  
 oppset\_ka-=0.05;

case 'u':  
 radial = !radial;  
  
case 'i':  
 angular = !angular;