things I know that I can do about this programming assignment:

You are only making changes in the PA2 file

All components – rounded cylinder, cube etc. – have already been specific and have transformations applied and shit

A component is an object that can draw itself

You have to think about :

1. initial positions
2. who are they children of what
3. where should we be limiting rotations
4. different positions and how they would look like
5. maybe play around with the hand so that you fully understand it

What you have to do:

develop the keyboard interface

think of different positional test cases