

# REPORT

I already has the code of the rotation of the shape. For this experiment I create a rotation speed variable to control rotation speed and I added button which 'is input type and has range between (-10,10) and put this rotation speed variable I create a boolean for start the rotation movement. I use this rotation speed variable with multiplication when i call the my rotation function. So in this way when rotation speed variable became negative because of the multiplication shape starting to rotate in clockwise.

For the scaling my shape I create scalespeed ,scaleamount variables and a boolean for decide to whether the shape is grow or decrease and write a condition for this. Also I have a boolean to start and stop the changing shape's size. I make the mathematical calculation and change the my view matrix's 14. element to change my shape's size.

```
if(scale){
    if(scaleamount>=-7&&scaleamount<=-5&&!degisim){
        scaleamount+=scalespeed;
        v_matrix[14]=scaleamount;

        if(scaleamount>=-5.025){
            degisim=true;
        }
    }
    if(scaleamount>=-7&&scaleamount<=-5&&degisim){
        scaleamount-=scalespeed;
        v_matrix[14]=scaleamount;

        if(scaleamount<=-6.975){
            degisim=false;
        }
    }
}
```