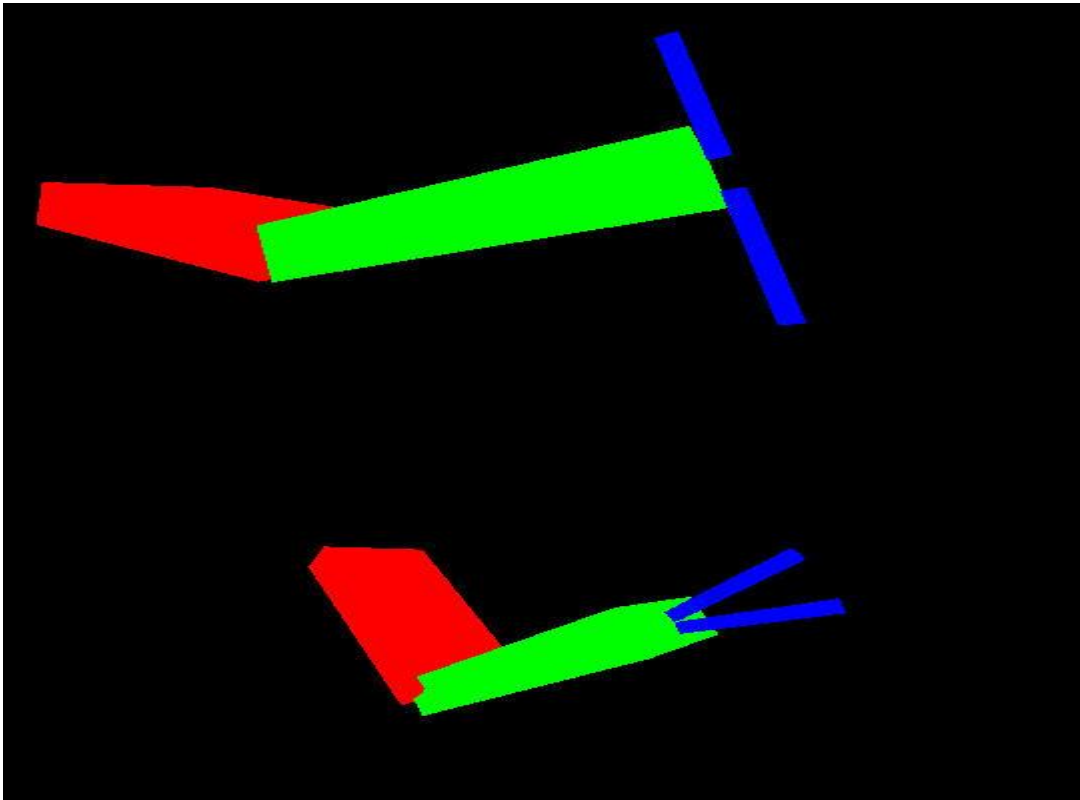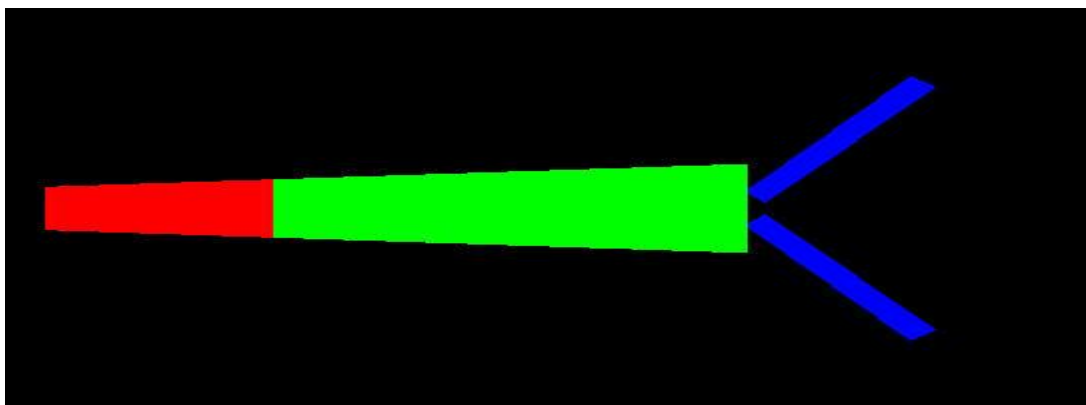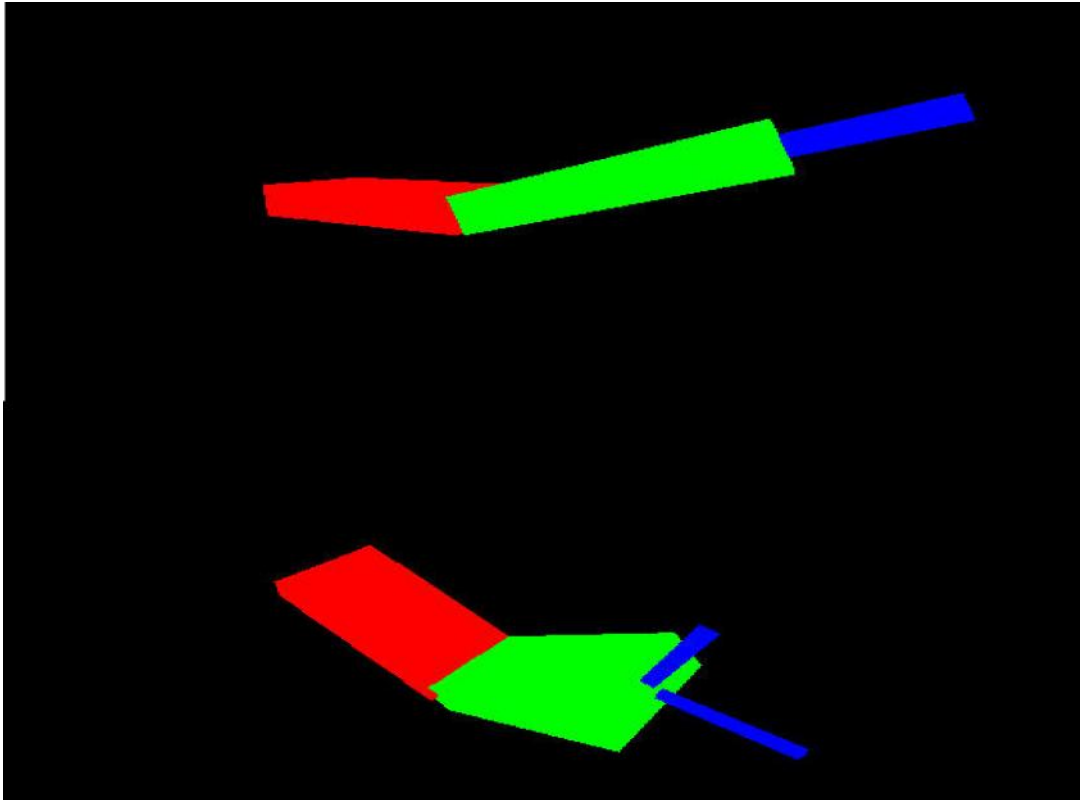Assignment 1

In this assignment, you augment the robot.c used in the OpenGL
Programming Guide (Third edition, version 1.2). In particular, you will
add two fingers to the robotic arm developed in that example.

- The two fingers should look something like the two fingers
  diplayed here (note, glutSolidCube was used instead of
  glutWireCube):

- The two fingers should pivot at a point near where they join the lower arm, as if they were pinching something.
- By pressing the keyboard letter 'O' the fingers should open.
- By pressing the keyboard letter 'C' the fingers should close.
- Experiment with the elbow and finger angles to determine reasonable maximum and minimum joint angles. Implement a hard coded maximum and minimum joint angles for these joints. For example, the lower arm should not pass through the upper arm.

Turn in:

Please submit your code to Blackboard before the due date.