##### **REFRENCES**

[1] Edward Angel: Interactive Computer Graphics A Top-Down Approach with

OpenGL, 2nd Edition, Addison-Wesley, 2000.

[2] Ariponnammal, S. and Natarajan, S. (1994) ‗Transport Phenomena of SmSel-

X Asx‘, Pramana – Journal of Physics Vol.42, No.1, pp.421-425.

[3] Barnard, R.W. and Kellogg, C. (1980) ‗Applications of Convolution

Operators to Problems.

[4] Shin, K.G. and McKay, N.D. (1984) Open Loop Minimum Time Control of

Mechanical Manipulations and its Applications‘, Proc.Amer.Contr.Conf., San

Diego, CA, pp. 1231-1236.

[5] Donald D Hearn and M. Pauline Baker, “ Computer Graphics with OpenGL”,

3rd Edition.

[6] <http://www.opengl.org>/OpenGL

[7] http://glprogramming.com/red

[8] http://jerome.jouvie.free.fr/OpenGl

**CheckIfEndGame()**