Global Variables

* cow : It saves cow’s location
* cowList : It saves each cows’ coordinates in the list
* clickCount : The number of clicking the cow. When the cow moves to other coordinates by cursor, this value increases.
* animStartTime : It represents the time after cow starts moving.
* animTime : It represents present time. We can get this value difference between glfw.get\_time() and animStartTime.
* i : This value counts how many vertexes which the cow visited. When the cow visited vertex, this value increases.
* j : It counts cow’s number which is moved by cursor.
* t : Its range is from 0 to 1. It makes cow moving through spline curve.
* beforeDrag : It uses when calculating y coordinates in V\_DRAG.
* clickedPos : It uses when calculating x coordinates and z coordinates in H\_DRAG.

Changed Functions

* onKeyPress : It adds conditions to change each cameras’ view by pressing key.
* display : It shows each cow’s situation by range of clickCount. If clickCount is more than 0 and less than 6, it shows each cows’ location. If clickCount is equal as 6, the cow follows B-spline routes for three times. After this work, cow stays at the first point.
* onMouseButton : If we click the button, it makes the drag mode to V\_DRAG. If we lift off the click, drag mode changes to H\_DRAG. Also clickCount increases and the location of cow is saved in cowList.
* onMouseDrag : If the drag mode is V\_DRAG, it can change the y coordinates of cow. If the drag mode is H\_DRAG, it can change cow’s x coordinates and z coordinates.