**2024-08-08**

**Explanation of Key Sections**

* **Shaders**: The vertex and fragment shaders handle basic lighting. The vertex shader computes the lighting effect based on vertex normals, while the fragment shader outputs the final color based on the lighting.
* **Sphere Creation**: The createSphere function generates vertex positions and normals for a sphere using latitude and longitude bands.
* **WebGL Setup**: The main function initializes WebGL, sets up the shaders and buffers, and draws the scene.
* **Rendering**: The drawScene function sets up the projection and model view matrices, binds the buffers, and makes the gl.drawArrays call to render the sphere.

**Additional Tips**

* **Error Checking**: Ensure your WebGL context is properly initialized and that no errors are thrown in the console.
* **Debugging**: If no sphere appears, try logging intermediate values and ensuring shaders are correctly compiled.

**Compiling TypeScript**

Remember to compile your TypeScript file using tsc: