

Rubik's Cube

MatLab Praktikum

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```
        end
        source.UserData = 0;
        button_solve.Enable = 'on';
    end
end

function manual_turn(source, ~)
    turn(source.UserData);
end

function e=get_elon_ui()
    e = uicontrol('Style', 'slider', 'Value', 0.9, 'Callback', @rotate);
end

function a=get_azim_ui()
    a = uicontrol('Style', 'slider', 'Value', 0.625, 'Callback', @rotate);
end

function rotate_view(~, ~)
    view(get(elon, 'Value')*360, get(azim, 'Value')*180-90);
end
```