This is a JavaScript code for setting up a WebGL context and initializing a cube and torus object with lighting. The code uses vertex and fragment shaders to create the cube and torus, and sets up lighting on the cube and torus with uniform variables. Here's a brief summary of what the code does:

- Define vertex and fragment shaders as strings.
- Create a canvas and WebGL context.
- Compile and link shaders into a program.
- Enable depth testing and culling for 3D objects.
- Get the locations of attributes and uniforms in the program.
- Initialize view and projection matrices for the scene.
- Set the values of the view and projection matrices uniforms.
- Define uniform variables for lighting and get their locations.
- Initialize the light direction uniform.
- Define the model matrix for the cube and torus and set its uniform value.
- Calculate the normal vector of the cube and torus and torus and calculate the diffuse lighting.
- Set the color of the cube and torus using the ambient light and diffuse lighting.
- Set the position of the cube and torus

The code also defines some constants and variables for camera position and rotation, floor, canvas color, and other properties of the scene.