1. I create my cube with cubelets of size 1by1by1 and set them 1.1 units apart so that we can see individual layers clearly
2. I subtract 1.1 from pos coordinates to center the cube around origin
3. Then, I add each individual cubelet to an array to store the whole cube
4. I create the update\_layers function which updates the layers after every rotation by checking their respective x,y,z coordinates according to the layer and I use round in this to manage floating point errors
5. Then I define the rotate functions for all the 6 types of layers and use for loop for the smooth transition
6. Then I use the keyInput function to manage the rotations of the layers by different key presses.