Problem faced during homework 4

The problem that I faced during homework 4 was during multi-texturing. I had included 3 arguments in GlMultiTexture and had made all the changes necessary for texture 3 in Texture.cpp file. But, still was getting error that texture_3 was not defined and GlMultiTexture cannot take more than 2 arguments. After, looking at the class video and some research I found that I had not defined 3rd texture in texture header file (Texture.h) and also in fragment shader. After making the necessary I was able to solve problem 2.