1. The details of the changes made to your classes.
    1. The texture setup: updated initializeTexture() to include glTexParameteri(GL_TEXTURE_2D,

GL_TEXTURE_WRAP_S,

GL_CLAMP_TO_BORDER);

    2.
    3. The vertex setup
    4. The setup for buffers
    5. Model matrix setup
    6. Update of model matrix
    7. Rendering details
2. Your solar system details:
    1. Model stacks
    2. Updates
    3. Rendering
3. Your camera movements
4. Details of change in the graphics/engine pipeline that enables your sophisticated solar system animation.

Made changes to line 139 on graphics.cpp to update m_sphere to m_mesh, added glVertexAttribPointer(posAttribLoc, 3, GL_FLOAT, GL_FALSE, sizeof(Vertex), 0); glVertexAttribPointer(colAttribLoc, 3, GL_FLOAT, GL_FALSE, sizeof(Vertex), (void)*offsetof(Vertex, normal)); glVertexAttribPointer(tcAttribLoc, 2, GL_FLOAT, GL_FALSE, sizeof(Vertex), (void)*offsetof(Vertex, texcoord)); to both mesh and sphere.cpp