**Justify development choices for your 3D scene. As you write, think about why you chose your selected objects. Also consider how you were able to program for the required functionality.**

When selecting the item to create, I examined the basic shapes available in the rubric to determine how I could construct my objects using these forms. Upon evaluating my options, I concluded that a cylinder would be the most suitable primitive shape for crafting both the jar and its lid. For the table surface, I opted for that to the plane. The smaller cube was positioned within the circle, with its sides concealed, but I elevated it above the cylinder to ensure the texture were clearly visible. To represent the surface on which the objects were placed, I utilized a plane shape, closely resembling a table.

**Explain how a user can navigate your 3D scene. As you compose your thoughts, discuss how you set up to control the virtual camera for your 3D scene using different input devices.**

Users can explore my 3D objects by manipulating the camera using mouse movements. Additionally, they can employ the keyboard arrows to navigate the bottled jar and plastic cube in specific directions. For instance, pressing the up arrow will move the camera upward, and conversely, pressing the down arrow key will initiate a downward movement.

**Explain the custom functions in your program that you are using to make your code more modular and organized. Ask yourself, what does the function you developed do and how is it reusable?**

While developing my code, I systematically released resources such as cubeVAO, lightcubeVAO, and VBO once they served their purpose. This ensures a clean program termination once all components are linked. Moreover, I prioritized code organization by employing proper indentation, commenting on code segments, and arranging functions in a logical order.

For instance, I structured my code by placing header files at the outset, followed by function prototypes and global variables. Subsequently, I established the window, specified shader files, defined vertices and textures, implemented keyboard functions, and dealt with resource deallocation. This systematic approach enhances code readability and comprehension. I am confident that the organization and comments make it easy for anyone to contribute to the program and understand its functioning.