

To run the code, just run the standard make and run commands for this project. Most stuff works.

Controls:

1. Toggle Diffuse Shading:

- Key: **E**
- Action: Press or Repeat
- Description: Toggles the diffuse shading effects on and off.
- Print Statement: "Diffuse Shading: Enabled" or "Diffuse Shading: Disabled"

2. Toggle Specular Lighting:

- Key: **S**
- Action: Press or Repeat
- Description: Toggles the specular lighting effects on and off.
- Print Statement: "Specular Lighting: Enabled" or "Specular Lighting: Disabled"

3. Toggle Texture Mapping:

- Key: **T**
- Action: Press or Repeat
- Description: Toggles the use of texture as diffuse albedo on and off.
- Print Statement: "Texture Mapping: Enabled" or "Texture Mapping: Disabled"

4. Move Light Position Up:

- Key: **Up Arrow**
- Action: Press or Repeat
- Description: Moves the light position upward.
- Print Statement: Displays the updated light position.

5. Move Light Position Down:

- Key: **Down Arrow**
- Action: Press or Repeat
- Description: Moves the light position downward.
- Print Statement: Displays the updated light position.

6. Move Light Position Left:

- Key: **Left Arrow**
- Action: Press or Repeat

- Description: Moves the light position to the left.
- Print Statement: Displays the updated light position.

7. Move Light Position Right:

- Key: **Right Arrow**
- Action: Press or Repeat
- Description: Moves the light position to the right.
- Print Statement: Displays the updated light position.

8. Increase Specular Exponent:

- Key: **U**
- Action: Press or Repeat
- Description: Increases the specular exponent value.
- Print Statement: Displays the updated specular exponent value.

9. Decrease Specular Exponent:

- Key: **D**
- Action: Press or Repeat
- Description: Decreases the specular exponent value.
- Print Statement: Displays the updated specular exponent value.



