

Documentation for Truncated Cube
(Submitted by Shalin Shah - 201101179)

1. Program Description :-

This program consist of a two different codes. CubeA is cube with already truncated edges and it doesn't implement glClipped Plane. In this code, every face of the polyhedra is mapped to the vertices. CubeB consists of a clipped wire cube which implements Clipped Plane.

2. Module Description :-

This part of the documentation includes short description of all the modules in the code.

Module Name	Parameters	Description
DrawFace	-	Here, every face of polyhedron is mapped with their 8 vertices.
Display	-	This is the main display module where each face after being mapped is geometrically transformed.
Keyboard	Key, X, Y	This method takes keyboard keys as input and redisplay the sphere.

3. Controls Description :-

This part of the documentation explains what are the basic keys used to control the starwars-robot.

Control Keys	Functions
ESCAPE	Quit the program
R, r	If this button is pressed then the cube rotates.