

Documentation for Sphere  
(Submitted by Shalin Shah - 201101179)

### 1. Program Description :-

This program consist of a sphere which is not made using the in-built library functions of OpenGL. The primitive used for this is GL\_QUAD\_STRIP and shade model is GL\_FLAT so the sphere may not be as smooth. When you rotate the sphere using 'r' then color of the sphere changes which is indicative of lights int the system.

### 2. Module Description :-

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

| Module Name | Parameters | Description  |
|-------------|------------|--|
| Sphere      | -          | This is the main display method where in the sphere is drawn.                                    |
| Main        | -          | This is the main module where lights are initialized, frame is generated and perspective is set. |
| Keys        | 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   |
|--------------|---|
| Q, q         | Quit the program  |
| r            | If this button is pressed then the sphere rotates and then you can see the light effects. |