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The program compiles and renders a sphere and a plane with Phong shading model. There is a single point light source and a fixed point of view. Objects will cast shadows if they block light

For the advanced features, I implemented anti-aliasing by casting 4 rays for each pixel and averages the sample colors to get a blurring effect. I also made the plane reflective by casting reflective rays so that any object they hit will be reflected.