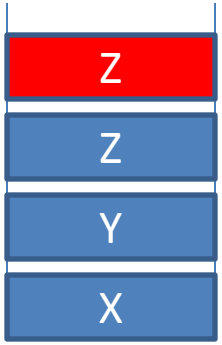
OpenGL Stack Implementation

Push() and Pop()

- Push()
  1. Copy what's on top of the stack
  2. Push that copy on top of the stack



- Pop()
  - Pop whatever on top of the stack

```
LoadIdentity()
Push()
    T()
    R()
    Push()
      S()
      R()
      Teapot()
    Pop()


    Push()
       R()
       Cube()
    Pop()
Pop()
```

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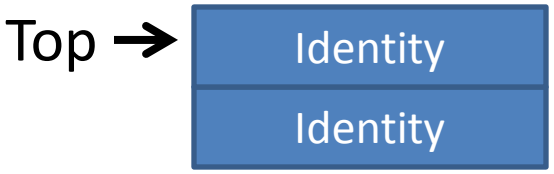

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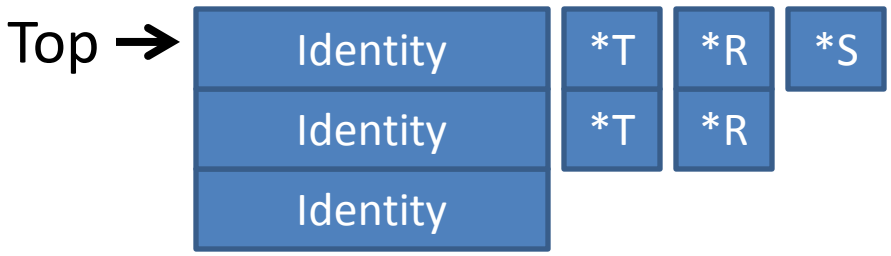

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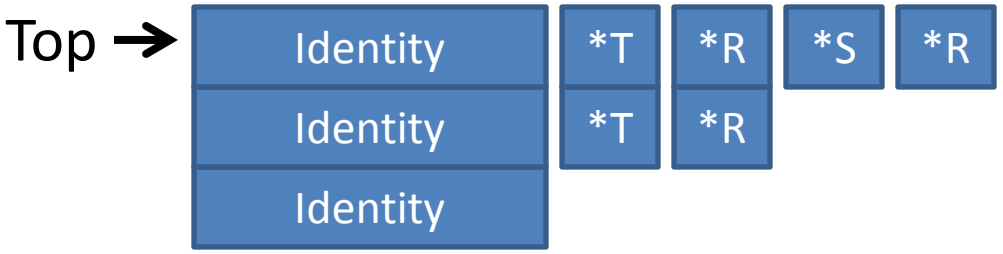

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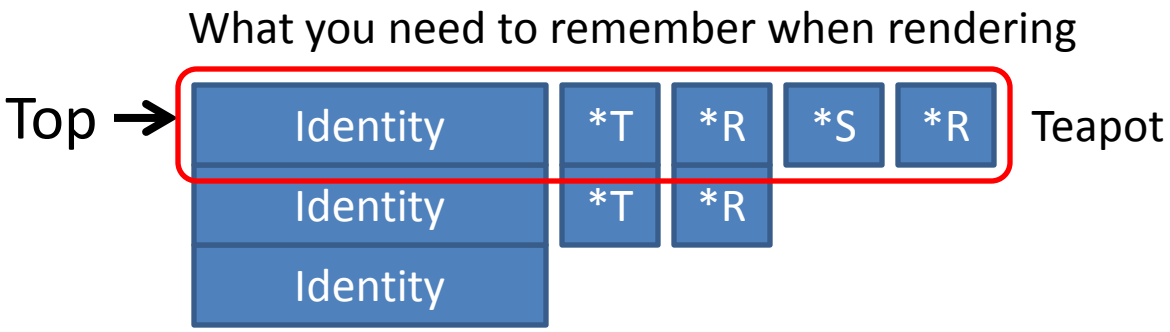

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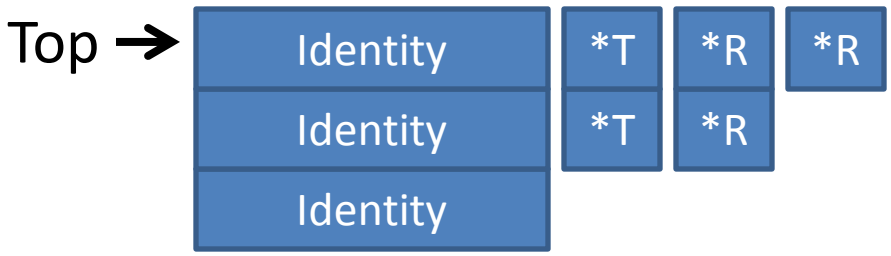

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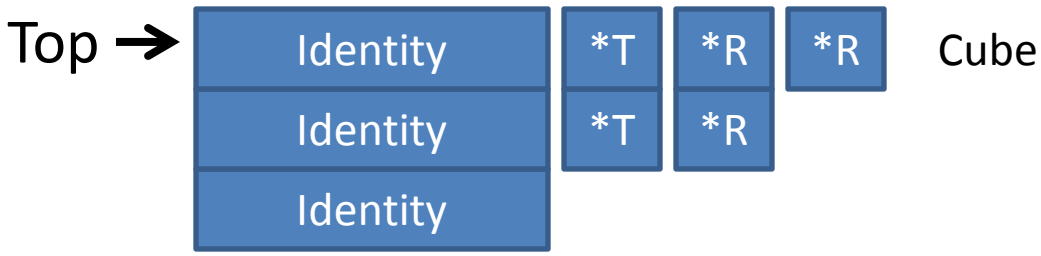

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```
Display()
{
    // row-col-major issue
    m = Lookat() * whatever your transform();
    glLoadMatrix( pointer to m)
}
```