Assignment 1212 (Juniors Only)
This is the only time that an assignment like this will be given — so consider yourselves special >;-) The seniors have been down this road before, so they’ll get a “bye” on this one.

For Submission
Get your hands dirty with OpenGL — take the spinningsquare.cpp program and make the following changes to it:
1. Change the object being drawn. Go on, be creative, knock yourself out.
2. Change the way the object spins: speed, frame rate, direction. Get a good feel for how these changes affect the final result.
3. Change the title, initial size, and initial location of the window.
Commit your program under /homework/cmsi370/spinningshape, and tag it as hw-1212.

Extra Credit
A little advanced reading in OpenGL will allow you to make the following additional changes to the program. Do them all and get extra credit:
1. Change the axis of the object’s rotation (the sample version rotates around the z axis).
2. Implement the following keyboard controls (and their corresponding functions):
   a. + and – increase and decrease the rate of rotation, respectively.
   b. [ and ] decrease and increase the frame rate of the animation.
   c. The C key changes the object’s color (or color scheme, in case you figured out how to draw objects with multiple colors).
   d. The S key changes the object being drawn (i.e., rotate among 2 or more different objects as the user hits the S key).
Just include these features in /homework/cmsi370/spinningshape with the same tag; I’ll look for them when I go through your code.