Assignment 0216
This assignment seeks to give you a firsthand look at the difference between governed and ungoverned animation, plus gives you a little more practice with drawing objects.

For Submission
Revisit your `spinningshape` program from Assignment 0128 and make the following changes:

1. Fix any bugs or issues noted in the feedback that was provided for that assignment.

2. Remove the governed animation code from that program, then, in a comment block within your code, answer these questions:
   a. How does the spinning behavior change when you remove that code?
   b. What parameter or variable from the previous version of `spinningshape` is rendered useless when removing governed animation?

3. Change the drawn shapes so that:
   a. They are all 3D.
   b. They demonstrate your mastery of the different rendering styles from the `showroom` assignment (Assignment 0209).

Commit your work as a new version of the `spinningshape` program.