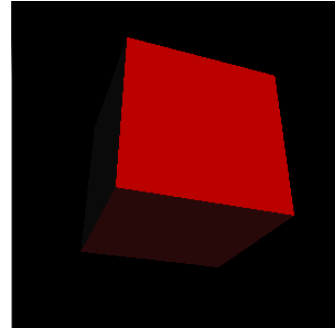
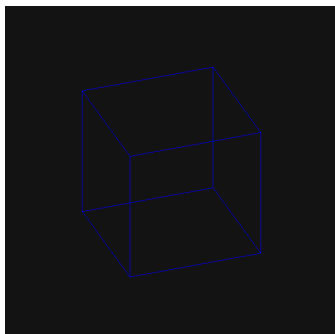


(a) Modified

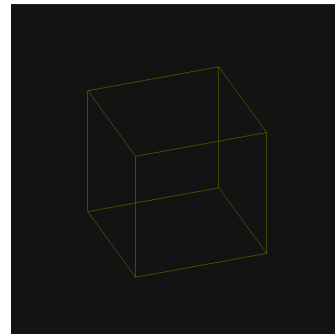


(b) Original

Figure 1: cube.c



(a) Modified



(b) Original

Figure 2: test.c

test.c creates a display window, initializes the background for the display to build on. After init returns, the "display" is called - this method rotates the matrix, producing a rotated cube, sets the color of the cube, and draws a wire-cube.

cube.c initializes display mode, and creates a display window. To fill in this window, the "display" method is called, which draws the box given cube vertex data from init. Init provides the vertex data, enables an OpenGL light, provides a view of the cube, and rotates the cube.

I changed Figure 1(b) to Figure 1(a) by altering the following line:  
`GLfloat light_diffuse[] = {1.0, 0.0, 0.0, 1.0}; /* Red diffuse light. Original*/`  
`GLfloat light_diffuse[] = {0.0, 0.0, 1.0, 1.0}; /* Blue diffuse light. Modified*/`  
I changed Figure 2(b) to Figure 2(a) by altering the following line:  
`glColor3f(0.5,0.5,0.0); /*Original */`  
`glColor3f(0,0,1.0); /*Modified*/`