

cube2.cpp modifies cube.cpp, which was modified from squareAnnulusAndTriangle.

- Draws the cube once, in the setup routine, into a display list.
- Calls the display list twice in the draw routine.
- There's a translate after the 1st call.
- The draw routine does not reset the modelview matrix so every time the scene is drawn, the translations accumulate one more translate.
- However the resize routine does reset the modelview matrix so the cubes get centered again.

mouse.cpp: immediate mode graphics, which this is, forgets what is drawn after drawing it. Here, the points are pushed onto a vector so they can be redrawn.

For homework, we're not going to run your program. Hand in source and screendumps. If the screen is dynamic, it's ok to hand in something static.

New homework online tonight.