Use the program Lecture 15 Demo 2.cpp for these exercises.

1. In the function `drawCube()`, change the values of `scaleS` and `scaleT` to 2.0. What is the effect?

2. Change `scaleS` to 10.0. What is the effect?

3. Change `scaleS` back to 2.0 and then in the function `init()` in the function call
   ```
   glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);
   ```
   change `GL_REPEAT` to `GL_CLAMP`. What is the effect?

4. In the function call
   ```
   glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
   ```
   change `GL_REPEAT` to `GL_CLAMP`. What is the effect? Change the parameters back to `GL_REPEAT` in this and the previous function calls.

5. Now change `scaleS` and `scaleT` to 0.5. What is the effect? Change them back to 1.0.

6. In the function `init()` in the function call to
   ```
   glTexImage2D(GL_TEXTURE_2D, 0, GL_RGB, ...
   ```
   change the parameter `GL_RGB` to `GL_R3_G3_B2`. Can you detect any difference?

7. In the same function call of the previous exercise, change the parameter `GL_GL_R3_G3_B2` to `GL_LUMINANCE`. What effect does that have? Change the parameter back to `GL_RGB`. 