

Use the program `Lecture 2 Demo 2.cpp` in the following exercises.

1. In `main()`, comment out the function call `glutDisplayFunc(display)`. Run the program. What happens? Uncomment the call.
2. In `main()`, comment out the function call `glutReshapeFunc(reshape)`. Run the program. What happens? Uncomment the call.
3. In `main()`, comment out the function call `glutKeyboardFunc(keyboard)`. Run the program. What happens? Uncomment the call.
4. In `main()`, comment out the function call `glutSpecialFunc(special)`. Run the program. What happens? Uncomment the call.
5. In `main()`, comment out the function call `glutMouseFunc(mouse)`. Run the program. What happens? Uncomment the call.
6. In `main()`, comment out the function call `glutMotionFunc(motion)`. Run the program. What happens? Uncomment the call.
7. In `main()`, comment out the function call `glutPassiveMotionFunc(passiveMotion)`. Run the program. What happens? Uncomment the call.
8. In `main()`, comment out the function call `glutIdleFunc(idle)`. Run the program. What happens? Uncomment the call.