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.