

CISC 4391
Assignment 3 (20 Pts)

Due at 10:00 PM Central (MyCampus)

- I. Topics: Java and the FANG Classes:
 1. Complete and submit the Basketball game program we discussed last week

- II. Topics: **OpenGL and three-dimensional primitives**
 1. For this assignment, develop, test and submit a **3-dimensional, recursive** Sierpinski gasket (consult your textbook and lecture notes). Note that the code in the lecture notes uses recursion. I would particularly like to see what your gasket looks like **after 5 recursive steps**.