

Today's lecture discussed how GLUT handles mouse events, and introduced the idea of double-buffering for animation.

Using the code from today's lecture as a guide, improve your Lab 4 (PONG I) program:

1. Tie movement of the right paddle to (passive) movement of the mouse *instead of* controlling it using the arrow keys.

Note: mouse movement is reported in *window* coordinates, but the paddle is drawn in *world* coordinates. A conversion from window-to-world coordinates is needed !

2. Further modify the code to use the `idle` callback and double-buffering.