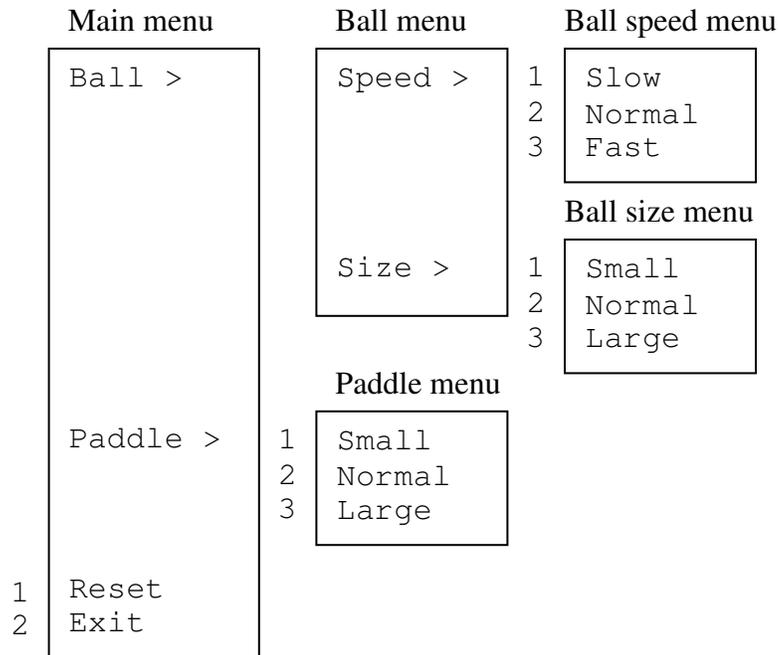


Make a copy of and modify your PONG I or II lab, or use the code provided.

1. Add the following menu system:



2. Implement the **Exit** and **Paddle** menu functionality.

3. Draw a ball somewhere in the viewport using `gluDisk` (it doesn't have to move!)