

Write an OpenGL/GLUT application that renders an image of an iPhone:



Allow the user to select an iPhone application from the screen above by a mouse click (which application is up to you). The iPhone display should then change to show that application. For example, here's the calendar and calculator applications:



You should also allow one more level of interactivity once an application is selected. For example, the user could click on a day in the calendar and it becomes highlighted. Or the user clicks on the zero button in the calculator and a 0 appears. If the "Photos" image is selected, you could display a grid of thumbnail shots; clicking on a thumbnail would display a full-screen version.

Choose an existing iPhone app, or make one up, as long as you make it interactive as described above. Submission details will be forthcoming.