

Exercise #10: Picking Behavior(s)

Modify the file you finished in **Exercise 6**, **Exercise 7**, **Exercise 8**, **OR Exercise 9** to create a `PickTest.java` file that has the following additional features:

1. Make a duplicate of the fireball manipulatable by the mouse.
 - A duplicated, half-transparent fireball becomes selected when clicking on the fireball with the right-button of the mouse.
 - This duplicated fireball can be translated and rotated with the mouse.
 - This duplicated fireball shifts toward or away from the plane together with the original fireball, and the duplicate goes back into the original when pressing the ‘o’ key.
2. (Optional) Make the plane manipulatable by the mouse as well. However, the plane should only be rotatable by the mouse, not translatable.
3. (Optional) The ‘o’ key also resets the plane to its original orientation.