

without a matrix stack

```

drawWorld() {
  glTranslatef(2,2,3);
  drawTableTop();
  // draw plate 1
  glTranslatef(1.5,0.5,0);
  drawPlate();
  glTranslatef(-1.5,-0.5,0);
  // draw plate 2
  glTranslatef(4.5,0.5,0);
  drawPlate();
  glTranslatef(-4.5,-0.5,0);
  // draw plate 3
  ...
}

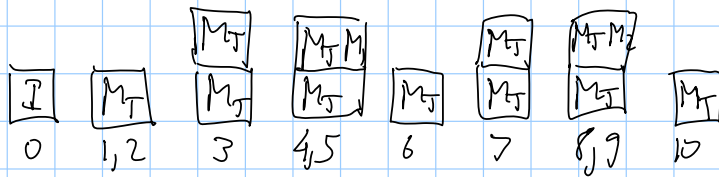
drawTableTop() {
  glBegin(GL_POLYGON);
  glVertex3f(0,0,0);
  glVertex3f(5,0,0);
  glVertex3f(5,3,0);
  glVertex3f(0,3,0);
  glEnd();
}

drawPlate() {
  // draw circle of radius 0.5
  ...
}
    
```

with a matrix stack

```

0 drawWorld() {
1   glTranslatef(2,2,3);
2   drawTableTop();
3   // draw plate 1
4   glPushMatrix();
5   glTranslatef(1.5,0.5,0);
6   drawPlate();
7   glPopMatrix();
8   // draw plate 2
9   glPushMatrix();
10  glTranslatef(4.5,0.5,0);
11  drawPlate();
12  glPopMatrix();
13  // draw plate 3
14  ...
15 }
    
```



what the matrix stack looks like after the given line # has been executed.