Consider the following sequence of OpenGL commands:

```c
glMatrixMode(GL_MODELVIEW);
glLoadIdentity();
glTranslatef(1, 0, 0);
glRotatef(90, 1, 0, 0);
glRotatef(90, 0, 1, 0);
glBegin(GL_POINTS);
glVertex3f(1, 0, 0);
glEnd();
```

1. At what position in $\mathbb{R}^3$ is the point placed?

   **Answer:** $(1, 1, 0)$.

2. What is the $4 \times 4$ model view matrix equal to at the end of the code?

   **Answer:**

   $\begin{pmatrix}
   0 & 0 & 1 & 1 \\
   1 & 0 & 0 & 0 \\
   0 & 1 & 0 & 0 \\
   0 & 0 & 0 & 1
   \end{pmatrix}$