Design Requirements
For this lab, use the DE2 board to perform the following:

- display a continuously-rotated transformation of the image (in increments of 10 degrees clockwise)
- use bilinear interpolation to compute the color of each output pixel
- calculate the achieved frame rate based on the performance of the previous frame and
- print the current frame rate to the console.

Additional requirements:

- all out-of-bounds pixels are printed as black
- use the interval timer with at least 100 $\mu$s granularity to calculate fps