Declare the GLSLProgram above the main program (as a global):

GLSLProgram *Pattern;

At the end of InitGraphics( ), allocate it and setup your shaders:

Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "proj05.vert", "proj05.frag" );
if( ! valid ) { . . . }

Use it in Display( ):  

Pattern->Use( );
Pattern->SetUniformVariable( ...  

*Draw the object here*

Pattern->Use( 0 );

Tips on drawing the object:

- If you want to use s and t coordinates in your shaders, the object had better have s and t coordinates assigned to its vertices

- If you want to use surface normals in your shaders, the object had better have surface normal assigned to its vertices

- Be sure you explicitly assign all of your uniform variables

- The glutSolidTeapot has been textured in patches, like a quilt

- The MjbSphere() function from the texturing project will give you the best sphere