

```

class Pause{
private:
    float x1,y1,x2,y2,x3,y3,x4,y4;
public:

void inicializa()
{
    x1 = -100;   y1 = 100;
    x2 = 100;    y2 = 100;
    x3 = 100;    y3 = -100;
    x4 = -100;   y4 = -100;

}

void CriarPausa()
{
    glColor3f(0.5,0.5,0.5);
    glPushMatrix();
    glBegin(GL_QUADS);
    glVertex2f(x1,y1);
    glVertex2f(x2,y2);
    glVertex2f(x3,y3);
    glVertex2f(x4,y4);
    glEnd();
    glPopMatrix();
}

```

```

float GetX1()
{
    return x1;
}
float GetY1()
{
    return y1;
}

```

```

float GetX2()
{
    return x2;
}
float GetY2()
{
    return y2;
}

```

```

float GetX3()
{
    return x3;
}
float GetY3()
{
    return y3;
}

```

```

float GetX4()
{
    return x4;
}
float GetY4()
{
    return y4;
}

```

};