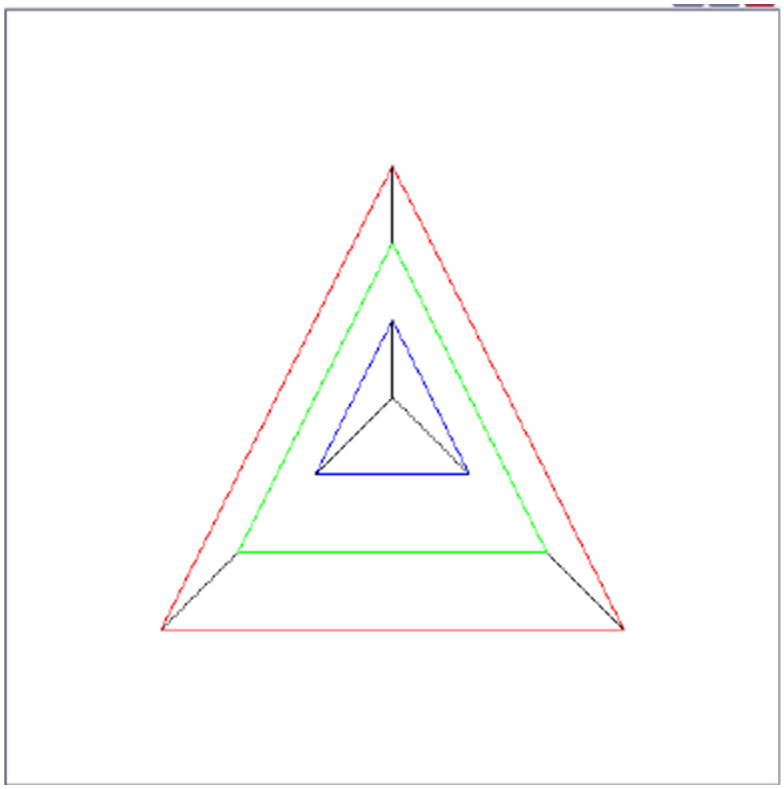
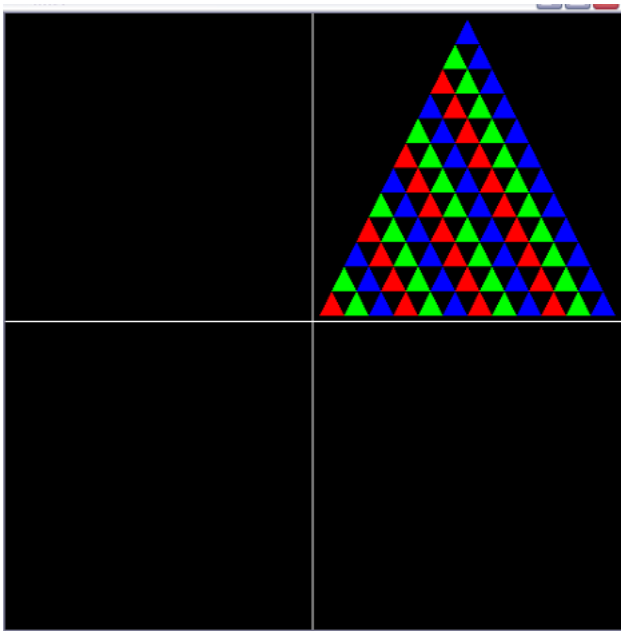
Class Task 1:

1. **Draw following geometric object using OpenGL Graphics Library.**

   Coding restrictions:

   glutInitWindowSize (500, 500);

   glutCreateWindow("OpenGL Class Task-1");



2. **Draw following geometric object using OpenGL Graphics Library.**
   Coding restrictions:
   glutInitWindowSize (500, 500);
   glutCreateWindow("OpenGL Class Task-2");