**#Moving\_Keyboard\_Mouse:**

#include<cstdio>

#include <GL/gl.h>

#include <GL/glut.h>

GLfloat position = 0.0f;

GLfloat speed = 0.1f;

void update(int value) {

if(position <-1.0)

position = 1.0f;

position -= speed;

glutPostRedisplay();

glutTimerFunc(100, update, 0);

}

void display() {

glClearColor(0.0f, 0.0f, 0.0f, 1.0f);

glClear(GL\_COLOR\_BUFFER\_BIT);

glPushMatrix();

glTranslatef(position,0.0f, 0.0f);

glBegin(GL\_QUADS);

glColor3f(1.0f, 0.0f, 0.0f);

glVertex2f(-0.2f, -0.2f);

glVertex2f( 0.2f, -0.2f);

glVertex2f( 0.2f, 0.2f);

glVertex2f(-0.2f, 0.2f);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3f(0.0f, 0.0f, 1.0f);

glVertex2f(0.2f,-0.2f);

glVertex2f(0.5f, 0.0f);

glVertex2f(0.2f, 0.2f);

glEnd();

glPopMatrix();

glFlush();

}

void handleMouse(int button, int state, int x, int y) {

if (button == GLUT\_LEFT\_BUTTON)

{ speed += 0.1f;

}

if (button == GLUT\_RIGHT\_BUTTON)

{speed -= 0.1f; }

glutPostRedisplay();}

void handleKeypress(unsigned char key, int x, int y) {

switch (key) {

case 'a':

speed = 0.0f;

break;

case 'w':

speed = 0.1f;

break;

glutPostRedisplay();

}}

int main(int argc, char\*\* argv) {

glutInit(&argc, argv);

glutInitWindowSize(320, 320);

glutInitWindowPosition(50, 50);

glutCreateWindow("Translation Animation");

glutDisplayFunc(display);

glutTimerFunc(100, update, 0);

glutKeyboardFunc(handleKeypress);

glutMouseFunc(handleMouse);

glutMainLoop();

return 0;

}