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**ADITYA DEEP (1SG16CS004)**

**ABHINETRA KUMAR (1SG16CS001)**

**ABSTRACT**

The project is to demonstrate a simple simulation of windmill. Here the system uses the keyboard as an input device. Keyboard events are generated when the mouse is in the window and one of the keys is pressed or released. The GLUT function glutKeyboardFunc() is the callback for events generated by pressing the key. When it occurs the ASCII code for the key that generated the event and the location of the mouse are returned. All the keyboard callbacks are registered in a single callback function.

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