makes use of the OpenGL functions to define the window size, length of the horizontal lines, to provide the color for sea and make them to translate in required direction.

* **void bridge( ) -** This function depicts the bridge in the scene. This function designs the bridge strip by strip. It defines the structure of the bridge. This function also designs the pole threads.
* **void boat( ) -**This function depicts the ship in the scene. A ship would be created by plotting the points at the proper distances to resemble a ship and then these points are joined with lines to make the ship image complete. This function use the OpenGL inbuilt functions especially for plotting and joining the points.
* **void car( ) -**This function is used to draw the object bus in the scene. It is created by plotting the points at the proper distances to resemble the shape of a bus and then these points would be joined with the lines to make the bus like image complete.
* **void poles( ) -** This function is used to draw the poles on both sides of the bridge. On each side, two pole are drawn using the OpenGL inbuilt functions.
* **void aeroplane( ) -**This function is used to draw the object aeroplane in the scene.It is created by plotting the points at the proper distances to resemble the shape of anaeroplane and then these points would be joined with the lines to make the aeroplane like image complete.
* **void display( ) -** This function basically displays all the above described functions on the screen as we flush the output onto the screen form the frame buffer.
* **void animate( ) -**This function is used to give the step size of translation for each object in the scene.
* **void keyboard(unsigned char key, int x, int y) -**This function used to provide the keyboard interface to the user. Using this function we can change the color of the boat or ship by pressing the corresponding keys. For example if we press the key 'Y' color of the boat changes to yellow, similarly if we press the button 'B' color changes to Blue and so on.
* **void menu(int ch) -**This function would provide the menu that consists of START MOTION, STOP MOTION and EXIT options.