* **void poles( ):**

This function created the 2 giant poles which counterweight the huge spans of bascules. They were divided into parts:

Left pole behind = 4 points

Right pole behind= 4 points

Left pole front= 4 points

Right pole front= 4 points

Right pole thread front= 2 points static + 2 points dynamic

Right pole thread back= 2 points static + 2 points dynamic

* **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 an aeroplane 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 myinit( ) and void menu( ):**

These are the typical functions which appear in almost all programs and are described in chapter3 in detail.

* **void keyboard( ) :**

This function is used to provide keyboard interface for Start, Stop and Exit options.

* **void main( ):**

This function puts the whole program together. It says which function to execute first and which one at the end. However, here we have used int main () since eclipse expects the main to have a return value.