* **void GLflush():**

Different GL implementations buffer commands in several different locations, including network buffers and the graphics accelerator itself. *GLflush()* empties all of these buffers, causing all issued commands to be executed as quickly as they are accepted by the actual rendering engine. Though this execution may not be completed in any particular time period, it does complete in finite time.

* **void glMatrixMode(GLenum  mode):**

Where “mode”specifies which matrix stack is the target for subsequent matrix operations. Three values are accepted are:

*GL\_MODELVIEW****,*** *GL\_PROJECTIONand GL\_TEXTURE*

The initial value is *GL\_MODELVIEW*.

The function *GlMatrixMode* sets the current matrix mode. Mode can assume one of these values:

*GL\_MODELVIEW* : Applies matrix operations to the model view matrix stack.

*GL\_PROJECTION*: Applies matrix operations to the projection matrix stack.

* **void**viewport**(GLintx, GLinty, GLsizeiwidth, GLsizeiheight):**

Here, (x, y) specifies the lower left corner of the viewport rectangle, in pixels. The initial value is (0, 0).

Width, height: Specifies the width and height of the viewport. When a GL context is first attached to a surface (e.g. window), width andheightare set to the dimensions of that surface.

*Viewport*specifies the affine transformation ofxandyfrom normalized device coordinates to window coordinates. Let (xnd,ynd) be normalized device coordinates. Then the window coordinates (xw, yw) are computed as follows: