* **void glutMainLoop(void):**

GlutMainLoop enters the GLUT event processing loop. This routine should be called at most once in a GLUT program. Once called, this routine will never stop.

* **glutPostRedisplay( ):**

GlutPostRedisplay, glutPostWindowRedisplay — marks the current or specified window as needing to be redisplayed.

**4.2USER DEFINED FUNCTIONS:**

* **void sea( ):**

This function depicts the sea by drawing some horizontal lines on the window and translating them in the direction opposite to that of the ship. This function 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. This function first defines the top part of the bridge by making use of OpenGL functions. Similarly it designs the bottom strip and joins the top and bottom strips by drawing two side strips. This function not only draws the bridge strips but also design 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 the shape of a ship and then these points would be joined with the lines to make the ship like image complete. This function use the OpenGL inbuilt functions especially for plotting the points and then join in the proper manner.

* **void car( ):**

This function used to draw the object bus in the scene. A bus or car would be 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.