* **void poles( ):**

This function used to draw the poles on the both sides of the bridge. 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 an aeroplane and then these points would be joined with the lines to make the aeroplane like image complete.

* **void animate( ):**

This function used to give the step size of translation for each object in the scene.

* **void menu(intch):**

This function is used to provide the mouse interface (menu)to the user. It consists of following options:

a) START MOTION

b) STOP MOTION

c) EXIT

* **void keyboard(unsigned char key, int y):**

This function is used to provide the keyboard interface to the user. It consists of following options:

a) START MOTION

b) STOP MOTION

c) EXIT

* **void display(void):**

In this function first we should print the instructions that we would be displayed on the pop-up window.

* **int main(int argc, char\*\*argv):**

Here we call all the function we defined previously in the program and this function creates an output window.