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// teapot.cpp : Defines the entry point for the console application.
//

#include "stdafx.h"

#include<glut.h>

void obj(double tx, double ty, double tz, double sx,double sy,double sz)
{
    glRotated(50,0,1,0);
    glRotated(10,-1,0,0);
    glRotated(11.7,0,0,-1);
    glTranslated(tx,ty,tz);
    glScaled(sx,sy,sz);
    glutSolidCube(1);
    glLoadIdentity();
}

void display()
{
    glViewport(0,0,700,700);
    glClear(GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT);
    obj(0,0,0.5,1,1,0.04); // three walls
    obj(0,-0.5,0,1,0.04,1);
    obj(-0.5,0,0,0.04,1,1);
    obj(0,-0.3,0,0.02,0.26,0.02); //four table legs
    obj(0,-0.3,-0.4,0.02,0.26,0.02);
    obj(0.4,-0.3,0,0.02,0.26,0.02);
    obj(0.4,-0.3,-0.4,0.02,0.28,0.02);
    obj(0.2,-0.17,-0.2,0.6,0.02,0.6); //table top
    glRotated(50,0,1,0);
    glRotated(10,-1,0,0);
    glRotated(11.7,0,0,-1);
    glTranslated(0.3,-0.1,-0.3);
    glutSolidTeapot(0.09);
    glFlush();
    glLoadIdentity();
}

void main()
{
    float ambient[]={1,1,1,1};
    float light_pos[]={27,80,2,3};
    glutInitWindowSize(700,700);
    glutCreateWindow("scene");
    glutDisplayFunc(display);
    glEnable(GL_LIGHTING);
    glEnable(GL_LIGHT0);
    glMaterialfv(GL_FRONT,GL_AMBIENT,ambient);
    glLightfv(GL_LIGHT0,GL_POSITION,light_pos);
    glEnable(GL_DEPTH_TEST);
    glutMainLoop();
}
```