#include<stdio.h>

#include<GL/gl.h>

#include<GL/glu.h>

#include<GL/glut.h>

void myinit()

{

glClearColor(1.0f,1.0f,1.0f,1.0f); // setting background color

glColor3f(1.0f,0.0f,1.0f); // drawing color

//setting the world coordinates

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(-250,250,-250,250);

glMatrixMode(GL\_MODELVIEW);

}

void draw\_shapes()

{

glBegin(GL\_QUADS); //house main block

glColor3f(1.0f,0.2f,0.0f);

glVertex2f(-50,-50);

glVertex2f(50,-50);

glVertex2f(50,50);

glVertex2f(-50,50);

glEnd();

glFlush();

}

void myReshape(int w, int h)

{

glViewport(0, 0, w, h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

if (w>h)

gluOrtho2D(-250 \* (float) w/(float) h,250 \* (float) w/(float) h,-250,250);

else

gluOrtho2D(-250 ,250 ,-250 \* (float) h/(float) w ,250 \* (float) h/(float) w);

glMatrixMode(GL\_MODELVIEW);

glutPostRedisplay();

}

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

{

glutInit(&argc,argv);

glutCreateWindow("Week 2 Lab ");// means it will title the window with this name

glutInitWindowSize(1000,1000);

glutInitDisplayMode(GLUT\_SINGLE| GLUT\_RGB);

glutInitWindowPosition(0,0);

glutDisplayFunc(draw\_shapes);

glutReshapeFunc(myReshape);

myinit();

glutMainLoop();

return 0;

}