**CHAPTER 4**

**PROTOTYPES**

Many inbuilt OpenGL API along with the user defined functions are used in a hierarchical way. The functions which are used in the mini project are briefly discussed.

**GLU FUNCTIONS:**

glVertex\*(): The \* indicate either two characters of the form nt or ntv, where n is the number of dimensions(2,3,4); it- is the data type, such as integer(i), float(f).

glBegin(): It specifies the geometric type that we want our vertices to define the types can be.

GL\_LINE\_LOOP: Draw line segment from the final vertex to the first.

GL\_LINE\_STRIP: Successive vertices are to be connected.

GL\_POLYGON: Line segments connect the final vertex to the first. The interior is filled according to the state of the relevant attributes.

glEnd( ): Terminates a list of vertices.

glColor3f( ): Sets the present RGB colors.

glClearColor( ): Clear the color buffer.

glFlush( ): Forces any buffered OpenGL commands to execute.

glutInit( ): Initializes GLUT.

glutCreateWindow( ): Creates a window on the display and label the window.

glutInitDisplayMode( ): Request a display with the properties in mode.

glutMainLoop( ): Cause the program to enter an event processing loop.

glutPostRedisplay(): Requests that the display call back be executed after the current call back returns.