glutDisplayFunc( ): It registers the display function ‘func’ that is executed when the window needs to be redrawn.

glutKeyboardFunc( ): It registers the keyboard call back function f. The call back function returns the ASCII code of key pressed and the position of the mouse.

glutInitWindowSize( ): It specifies the initial height and width of the window in pixels.

glEnable: Enables an OpenGL feature.

glutAddMenuEntry( ): Adds a menu entry to the bottom of the current menu.

glTranslatef( ): Multiply the current matrix by the translation matrix.