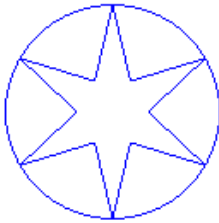


CSCI 4250/5250**Homework 2 Due: beginning of class, Monday, September 10th**

Complete the program below to draw the following shape on screen. The radius of the outer circle is 3.0 and the radius of the inner circle is 1.0. Write your code to define the function “Draw”.

Turn in: (1) printout of your program, (2) screen shot of the drawing.



```
#include <Windows.h>
#include <gl/GL.h>
#include <gl/GLU.h>
#include <gl/glut.h>

#include <cmath>
using namespace std;

// Define a constant for the value of PI
#define PI 3.1415f

#define Width 500
#define Height 500

void MyInit();
void Draw();

int main(int argc, char* argv[])
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE |
GLUT_RGB );

    glutInitWindowSize(Width,Height);
    glutInitWindowPosition(400, 400);

    glutCreateWindow("Polygonal Symbol");

    glutDisplayFunc(Draw);
    MyInit();
    glutMainLoop();

    return 0;
}
```

```
}

// set the background and foreground
// drawing color, as well as the clipping
// window
void MyInit()
{
    // Black background
    glClearColor(1.0f, 1.0f, 1.0f, 1.0f);

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

    glMatrixMode (GL_PROJECTION);
    glLoadIdentity ();
    gluOrtho2D(-4.0, 4.0, -4.0, 4.0);
}

void Draw()
{
    // attach your code that defines
    // this function to draw the figure
    // shown above
}
```