

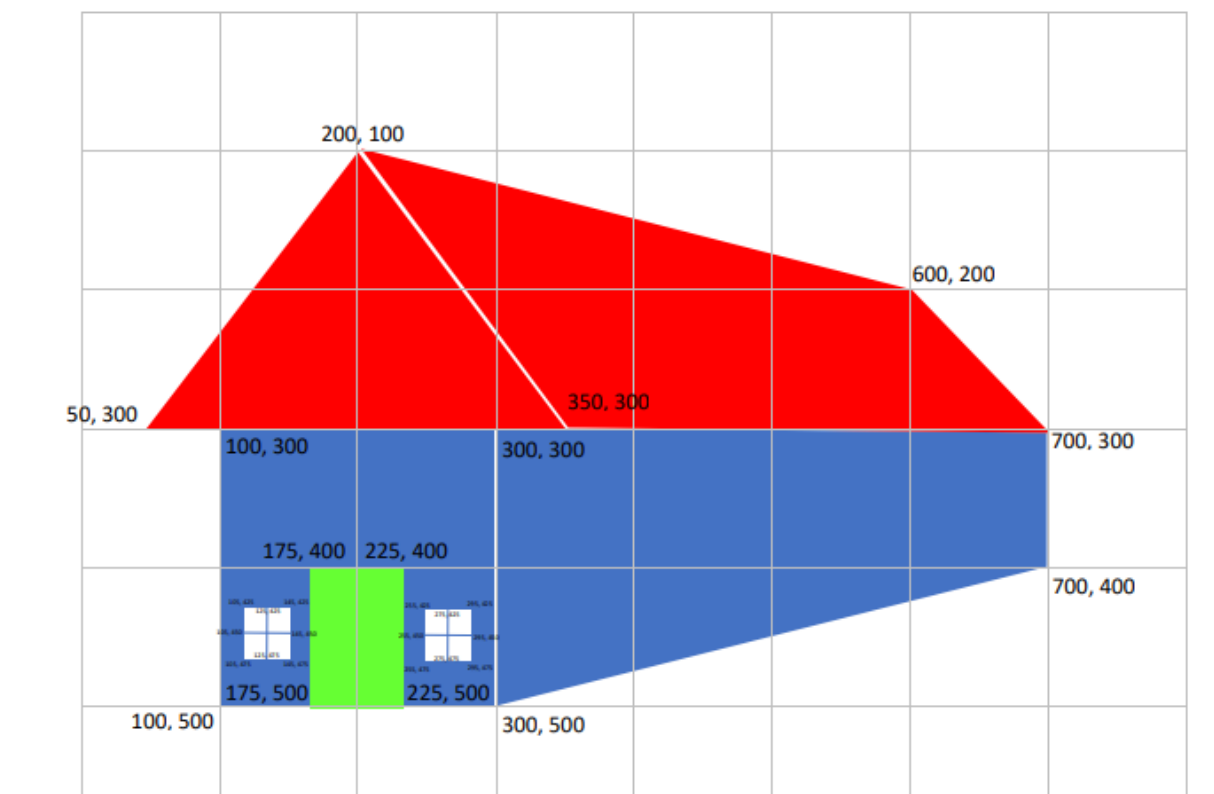
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Link github : https://github.com/Innamute/Grafikom_USB/tree/main

Link youtube : <https://youtu.be/hVtuDIUcEu8?si=7EwH7vh2vGGf4-qv>



```
import pygame
```

```
from pygame.locals import *
```

```
from OpenGL.GL import *
```

```
from OpenGL.GLUT import *
```

```
from OpenGL.GLU import *
```

```
def draw_house():
```

```
    glColor3f(0.0, 0.0, 1.0)
```

```
    glBegin(GL_QUADS)
```

```
glVertex2f(100, 500)
glVertex2f(100, 300)
glVertex2f(300, 300)
glVertex2f(300, 500)
glEnd()
```

```
glColor3f(0.0, 0.0, 1.0)
glBegin(GL_QUADS)
glVertex2f(300, 500)
glVertex2f(300, 300)
glVertex2f(700, 300)
glVertex2f(700, 400)
glEnd()
```

```
glColor3f(1.0, 0.0, 0.0)
glBegin(GL_QUADS)
glVertex2f(350, 300)
glVertex2f(200, 100)
glVertex2f(600, 200)
glVertex2f(700, 300)
glEnd()
```

```
glColor3f(1.0, 0.0, 0.0)
glBegin(GL_TRIANGLES)
glVertex2f(50, 300)
glVertex2f(200, 100)
glVertex2f(350, 300)
glEnd()
```

```
glColor3f(0.0, 1.0, 0.0)
glBegin(GL_QUADS)
```

```
glVertex2f(175, 400)
glVertex2f(175, 500)
glVertex2f(225, 500)
glVertex2f(225, 400)
glEnd()
```

```
glColor3f(1.0, 1.0, 1.0)
glBegin(GL_QUADS)
glVertex2f(105, 475)
glVertex2f(105, 425)
glVertex2f(145, 425)
glVertex2f(145, 475)
glEnd()
```

```
glColor3f(0.0, 0.0, 1.0)
glBegin(GL_LINES)
glVertex2f(105, 450)
glVertex2f(145, 450)
glEnd()
```

```
glColor3f(0.0, 0.0, 1.0)
glBegin(GL_LINES)
glVertex2f(125, 425)
glVertex2f(125, 475)
glEnd()
```

```
glColor3f(1.0, 1.0, 1.0)
glBegin(GL_QUADS)
glVertex2f(255, 475)
glVertex2f(255, 425)
glVertex2f(295, 425)
```

```
glVertex2f(295, 475)
```

```
glEnd()
```

```
glColor3f(0.0, 0.0, 1.0)
```

```
glBegin(GL_LINES)
```

```
glVertex2f(255, 450)
```

```
glVertex2f(295, 450)
```

```
glEnd()
```

```
glColor3f(0.0, 0.0, 1.0)
```

```
glBegin(GL_LINES)
```

```
glVertex2f(275, 425)
```

```
glVertex2f(275, 475)
```

```
glEnd()
```

```
def main():
```

```
    pygame.init()
```

```
    display = (800, 600)
```

```
    pygame.display.set_mode(display, DOUBLEBUF | OPENGL)
```

```
    gluOrtho2D(0, display[0], display[1], 0)
```

```
    while True:
```

```
        for event in pygame.event.get():
```

```
            if event.type == pygame.QUIT:
```

```
                pygame.quit()
```

```
                quit()
```

```
        glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT)
```

```
        draw_house()
```

```
        pygame.display.flip()
```

```
pygame.time.wait(10)
```

```
if __name__ == "__main__":  
    main()
```

