#include<stdio.h>

#include<stdlib.h>

#include<GL/glut.h>

GLfloat v[8][3] = { { -200, -200, 200 }, { 200, -200, 200 },

                                                     { 200, 200, 200 }, { -200, 200, 200 },

                                                     { -200, -200, -200 }, { 200, -200, -200},

                                                     { 200, 200, -200 }, { -200, 200, -200 }};

void drawcube(GLfloat \*, GLfloat \*, GLfloat \*, GLfloat \*);

float a = 0;

void init()

{

                  glClearColor(0.0, 0.0, 0.0, 0.0);

glMatrixMode(GL\_PROJECTION);

                  glLoadIdentity();

                  glOrtho(-500, 500, -500, 500, -500, 500);

glMatrixMode(GL\_MODELVIEW);

                  glLoadIdentity();

}

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT | GL\_DEPTH\_BUFFER\_BIT);

                  glLoadIdentity();

                  glRotatef(a, 1.0, 0.0, 1.0);

          glColor3f(1.0,0.6,0.3);

                  drawcube(v[0], v[1], v[2], v[3]);

          glColor3f(1.0,0.7,0.3);

                  drawcube(v[1], v[5], v[6], v[2]);

          glColor3f(1.0,0.0,0.0);

                  drawcube(v[3], v[2], v[6], v[7]);

          glColor3f(0.0,1.0,0.0);

                  drawcube(v[4], v[5], v[1], v[0]);

          glColor3f(0.0,0.0,1.0);

                  drawcube(v[7], v[6], v[5], v[4]);

          glColor3f(1.0,1.0,0.3);

                  drawcube(v[3], v[7], v[4], v[0]);

                  glFlush();

}

void drawcube(GLfloat \*a, GLfloat \*b, GLfloat \*c, GLfloat \*d)

{

       glBegin(GL\_POLYGON);

                                    glVertex3fv(a);

                                    glVertex3fv(b);

                                    glVertex3fv(c);

                                    glVertex3fv(d);

                  glEnd();

}

void spincube()

{

                  a = a + 0.1;

                  if (a>360)

                                   a -= 360;

              glutPostRedisplay();

}

void main(int argc, char \*argv[])

{

                  glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB | GLUT\_DEPTH);

glutInitWindowPosition(10, 10);

     glutInitWindowSize(500, 500);

glutCreateWindow("Name\_ Usn");

                  init();

    glutDisplayFunc(display);

glEnable(GL\_DEPTH\_TEST);

       glutIdleFunc(spincube);

                  glutMainLoop();

}