**Lab Taks-1**

Submission Guidelines-

* Rename the file to your id only. If your id is 18-XXXXX-1, then the file name must be 18XXXXX-1.docx.
* Must submit within the given deadline in VUES to the section named Lab Tak-1  Must include resources for all the section in the table

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| **Question-** Draw the object- |
| **Graph Plot(Picture)-** |

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| **Code-**  **#include <windows.h>**  **#include <GL/glut.h>**  **void display()**  **{**  **glClearColor(1.0f, 1.0f, 1.0f, 1.0f);**  **glClear(GL\_COLOR\_BUFFER\_BIT);**  **glLineWidth(2.5);**  **glBegin(GL\_LINE\_LOOP);**  **glColor3f(0.0f, 0.0f, 0.0f);**  **glVertex2f(-0.2f, 0.2f);**  **glVertex2f(-0.2f, -0.2f);**  **glVertex2f(0.2f, -0.2f);**  **glVertex2f(0.2f, 0.2f);**  **glEnd();**  **glFlush();**  **}**  **int main(int argc, char\*\* argv)**  **{**  **glutInit(&argc, argv);**  **glutCreateWindow("Vertex, Primitive & Color");**  **glutInitWindowSize(320, 320);**  **glutInitWindowPosition(50, 50);**  **glutDisplayFunc(display);**  **glutMainLoop();**  **return 0;**  **}** |
| **Output Screenshot (Full Screen)-** |

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| **Question-** Draw the object- |
| **Graph Plot (Picture)-** |

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| **Code-**    **#include <windows.h>**  **#include <GL/glut.h>**  **void display()**  **{**  **glClearColor(1.0f, 1.0f, 1.0f, 1.0f);**  **glClear(GL\_COLOR\_BUFFER\_BIT);**  **glLineWidth(2.5);**  **glBegin(GL\_QUADS);**  **glColor3f(1.0f, 0.0f, 0.0f);**  **glVertex2f(-0.2f, 0.3f);**  **glVertex2f(-0.3f, -0.3f);**  **glVertex2f(0.3f, -0.3f);**  **glVertex2f(0.2f, 0.3f);**  **glEnd();**  **glFlush();**  **}**  **int main(int argc, char\*\* argv)**  **{**  **glutInit(&argc, argv);**  **glutCreateWindow("Vertex, Primitive & Color");**  **glutInitWindowSize(320, 320);**  **glutInitWindowPosition(50, 50);**  **glutDisplayFunc(display);**  **glutMainLoop();**  **return 0;**  **}** |
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| **Output Screenshot (Full Screen)-**    A red square on a white background  Description automatically generated |

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| **Question-**  Draw the object- |
| **Graph Plot(Picture)-A screenshot of a computer  Description automatically generated** |

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| **Code-**  #include <windows.h>  #include <GL/glut.h>  void display()  {  glClearColor(1.0f, 1.0f, 1.0f, 1.0f);  glClear(GL\_COLOR\_BUFFER\_BIT);  glClearColor(1.0f, 1.0f, 1.0f, 1.0f);  glClear(GL\_COLOR\_BUFFER\_BIT);  glLineWidth(10.0);  glColor3f(0.0f, 0.0f, 0.0f);  glBegin(GL\_LINE\_LOOP);  glVertex2f(-0.1f, 0.3f);  glVertex2f(-0.2f, 0.1f);  glVertex2f(-0.2f, -0.1f);  glVertex2f(-0.1f, -0.3f);  glVertex2f(0.1f, -0.3f);  glVertex2f(0.2f, -0.1f);  glVertex2f(0.2f, 0.1f);  glVertex2f(0.1f, 0.3f);  glEnd();  glLineWidth(2.5);  glBegin(GL\_POLYGON);  glColor3f(1.0f, 0.0f, 0.0f);  glVertex2f(-0.1f, 0.3f);  glVertex2f(-0.2f,0.1f);  glVertex2f(-0.2f, -0.1f);  glVertex2f(-0.1f, -0.3f);  glVertex2f(0.1f, -0.3f);  glVertex2f(0.2f, -0.1f);  glVertex2f(0.2f, 0.1f);  glVertex2f(0.1f, 0.3f);  glEnd();  glFlush();  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutCreateWindow("Vertex, Primitive & Color");  glutInitWindowSize(320, 320);  glutInitWindowPosition(50, 50);  glutDisplayFunc(display);  glutMainLoop();  return 0;  } |
| **Output Screenshot (Full Screen)-**  A red octagon on a white background  Description automatically generated |

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| **Question-** Draw the object-       |  |  | | --- | --- | |  |  | |  |  | |
| **Graph Plot (Picture)-** A screenshot of a computer  Description automatically generated |

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| **Code-**  **#include <windows.h>**  **#include <GL/glut.h>**      **void display() {**  **glClearColor(1.0f, 1.0f, 1.0f, 1.0f);**  **glClear(GL\_COLOR\_BUFFER\_BIT);**    **glLineWidth(3);**  **glBegin(GL\_LINES);**  **glColor3f(0.0f, 0.0f, 0.0f);**  **glVertex2f(0.0f, 0.0f);**  **glVertex2f(1.0f, 0.0f);**  **glVertex2f(0.0f, 0.0f);**  **glVertex2f(0.0f, 1.0f);**  **glVertex2f(0.0f, 0.0f);**  **glVertex2f(-1.0f, 0.0f);**  **glVertex2f(0.0f, 0.0f);**  **glVertex2f(0.0f, -1.0f);**  **glEnd();**  **glBegin(GL\_QUADS);**  **glColor3f(0.0f, 0.7f, 0.0f);**  **glVertex2f(0.1f, 0.3f);**  **glVertex2f(0.5f, 0.3f);**  **glVertex2f(0.5f, 0.5f);**  **glVertex2f(0.1f, 0.5f);**  **glEnd();**  **glBegin(GL\_TRIANGLES);**  **glColor3f(0.0f, 0.7f, 0.0f);**  **glVertex2f(0.5f, 0.15f);**  **glVertex2f(0.85f,0.4f);**  **glVertex2f(0.5f, 0.65f);**  **glEnd();**    **glBegin(GL\_TRIANGLES);**  **glColor3f(0.95f, 0.97f, 0.0f);**  **glVertex2f(0.15f, -0.65f);**  **glVertex2f(0.65f,-.65f);**  **glVertex2f(0.4f, -0.25f);**  **glEnd();**  **glBegin(GL\_TRIANGLES);**  **glColor3f(0.5f, 0.0f, 0.7f);**  **glVertex2f(-0.5f, -0.4f);**  **glVertex2f(-0.2f, -0.7f);**  **glVertex2f(-0.2f, -0.1f);**  **glEnd();**  **glBegin(GL\_QUADS);**  **glColor3f(1.0f, 0.0f, 0.0f);**  **glVertex2f(-0.9f, 0.9f);**  **glVertex2f(-0.9f, 0.01f);**  **glVertex2f(-0.01f, 0.01f);**  **glVertex2f(-0.011f, 0.9f);**  **glEnd();**  **glFlush();**  **}**  **int main(int argc, char\*\* argv) { glutInit(&argc, argv);**  **glutCreateWindow("Vertex, Primitive & Color"); glutInitWindowSize(320, 320);**  **glutDisplayFunc(display);**  **glutMainLoop();**  **return 0;**  **}** |
| **Output Screenshot (Full Screen)-**  A collage of different colored arrows  Description automatically generated |