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Sp16-bcs-068

#include<windows.h>

#include<GL/glut.h>

/\* Main function: GLUT runs as a console application starting at main() \*/

void myinit() //set attributes

{

glClearColor(0.0f, 0.0f, 0.0f, 0.0f); // setting background color to black

// drawing color changed to green

// Set world coordinates

glClear(GL\_COLOR\_BUFFER\_BIT);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0, 100, 0, 100);

glMatrixMode(GL\_MODELVIEW);

}

float a = 'r';

void mymouse(int button, int state, int x, int y) {

glClear(GL\_COLOR\_BUFFER\_BIT);

if (button == GLUT\_RIGHT\_BUTTON) {

if (a=='r') {

glColor3f(1.0, 0.0, 0.0);

glBegin(GL\_QUADS);

glColor3f(1.0f, 0.0f, 0.0f);

glVertex2f(30.0f, 10.0f);

glVertex2f(60.0f, 10.0f);

glVertex2f(60.0f, 1.0f);

glVertex2f(30.0f, 1.0f);

glEnd();

glFlush();

a = 'g';

}

else if (a=='g') {

glColor3f(0.0, 1.0, 0.0);

glBegin(GL\_QUADS);

glColor3f(0.0f, 1.0f, 0.0f);

glVertex2f(30.0f, 10.0f);

glVertex2f(60.0f, 10.0f);

glVertex2f(60.0f, 1.0f);

glVertex2f(30.0f, 1.0f);

glEnd();

glFlush();

a = 'b';

}else if (a=='b') {

glColor3f(0.0, .0, 1.0);

glBegin(GL\_QUADS);

glColor3f(0.0f, 0.0f, 1.0f);

glVertex2f(30.0f, 10.0f);

glVertex2f(60.0f, 10.0f);

glVertex2f(60.0f, 1.0f);

glVertex2f(30.0f, 1.0f);

glEnd();

glFlush();

a = 'r';

}

}

if (button == GLUT\_LEFT\_BUTTON) {

exit(0);

}

}

void display()

{

// initializations of variables etc

}

int main(int argc, char\*\* argv) {

glutInit(&argc, argv); // Initialize GLUT

// Create a window with the given title

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(320, 320); // Set the window's initial width & height

glutInitWindowPosition(50, 50); // Position the window's initial top-left corner

glutCreateWindow("Shapes Drawing");

glutDisplayFunc(display);

//glutKeyboardFunc(mykeyboard);

glutMouseFunc(mymouse);

myinit();

glutMainLoop(); // Enter the infinitely event-processing loop

return 0;

}