
ABSTRACT

Our work's primary goal is to provide examples of the concepts and applications of OpenGL's built-in functions. Power facilities classified as nuclear power plants produce electricity through the nuclear fission process. They achieve this by combining Rankine cycles with nuclear reactors, where the heat from the reactor turns water into steam, which runs a turbine and a generator. Around 11% of the world's electricity comes from nuclear power, with France and the United States producing the most of it. Nuclear power plants and coal-fired power plants are extremely similar, with the exception being the source of heat. The utilisation of nuclear fuel, however, has very different qualities from coal or other conventional fuels, necessitating different safety precautions. In their reactor cores, which use uranium as their primary fuel, atoms are divided into their constituent nuclei to produce heat energy. Although it is not currently in use, thorium has the potential to be used in the generation of nuclear energy. The basic operation of a power plant using boiling water is shown here, along with the creation of electricity and all of the many parts of a power plant. We have added mouse-based user interaction with the OpenGL program code along with many other prominent functions that are available in OpenGL.

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