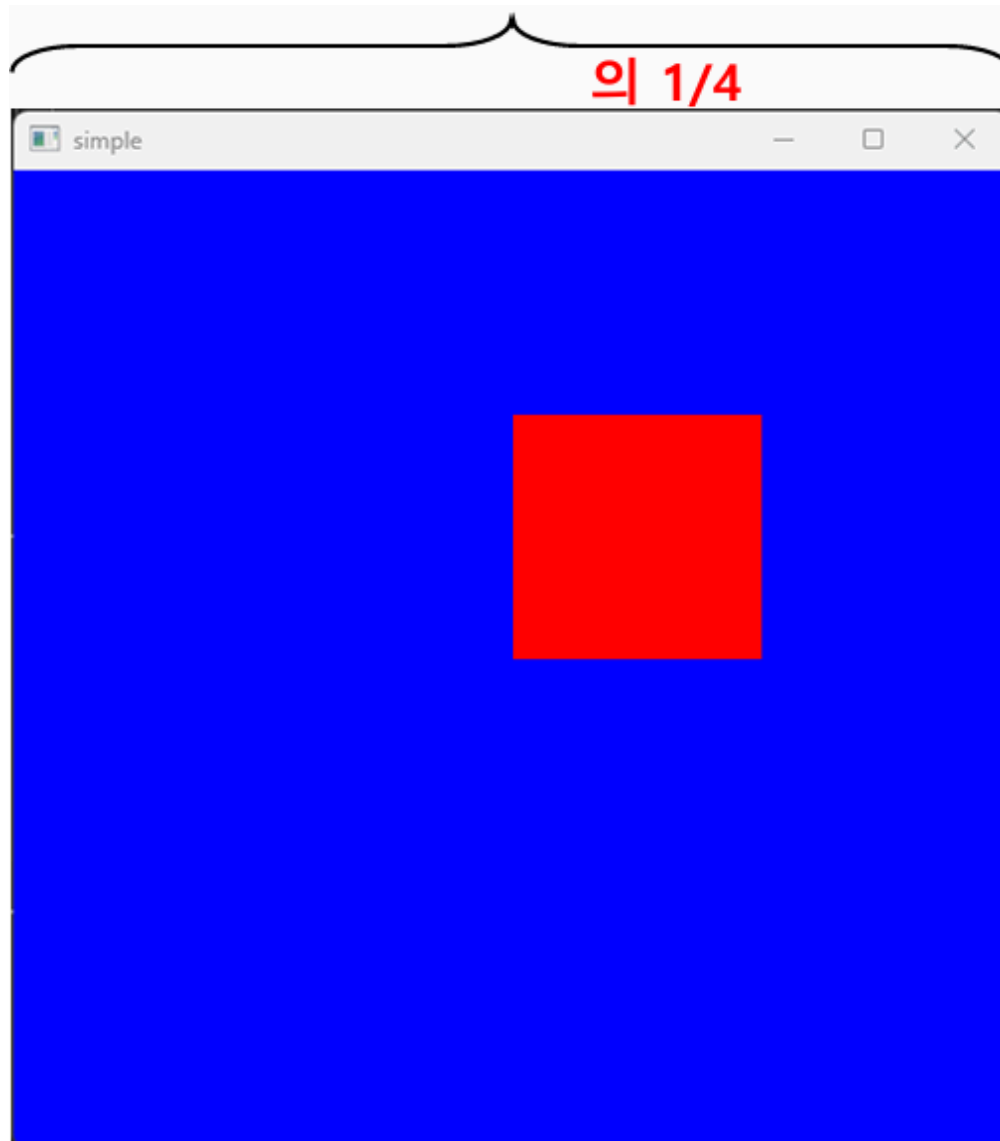


## | 2025-04-18\_CG\_04\_예제\_4분의1 크기 정사각형

### | 📁 예제

### | 📄 목표 출력



### | 📄 조건

- `glutInitWindowSize(500, 500);`
  - `glViewport(0, 0, 500, 500);`
  - `glOrtho(0, 500, 0, 500, 1, -1);`
  - `glRectf()` 를 수정하여 해결해야 한다.
-

## I 📁 해결 방법

### I glRectf()

```
glRectf(250, 250, 375, 375);
```

## I 📄 전체 코드

```
#include <GL/glut.h>
#include <stdio.h>
#include <iostream>

// 장면 렌더링
void RenderScene(void) {

    glClear(GL_COLOR_BUFFER_BIT);
    glViewport(0, 0, 500, 500);

    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();

    glOrtho(0, 500, 0, 500, 1, -1);

    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();

    glColor3f(1.0f, 0.0f, 0.0f);
    glRectf(250, 250, 375, 375); // ✖

    glFlush();
}

void SetupRC(void) {
    glClearColor(0.0f, 0.0f, 1.0f, 1.0f);
}

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

    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(100, 100);

    glutCreateWindow("simple");

    SetupRC();

    glutDisplayFunc(RenderScene);
```

```
glutMainLoop();
```

```
}
```