演習課題 09 (6月7日）レポート

交換留学(文学部)　ES19-0013 ジョユンサン  
課題 9

発展課題9

*// Created by Jho on 07/06/2019. In "Xcode"*

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#include <GLUT/GLUT.h> *// 同じ役割　GLUT IN MAC*

#include <OpenGL/OpenGL.h>

#include <OpenGL/glu.h>

#include <math.h>

#define PI 3.14

**void** display( **void** )

{

glClear( GL\_COLOR\_BUFFER\_BIT );

glColor3f( 1.0, 1.0, 1.0 );

**double** angle = 45\*PI/180; *// 45度のラジアン値*

**int** i;

glBegin( GL\_LINE\_LOOP );

**for** (i = 0; i < 8; i++)

{

glVertex3f(cos(i\*angle),-1.0 , sin(i\*angle));

}

glEnd();

glBegin( GL\_LINE\_LOOP );

**for** (i = 0; i < 8; i++)

{

glVertex3f(cos(i\*angle),1.0 , sin(i\*angle));

}

glEnd();

glBegin(GL\_LINES);

**for** (i = 0; i < 8; i++)

{

glVertex3f(cos(i\*angle),1.0 , sin(i\*angle));

glVertex3f(cos(i\*angle),-1.0 , sin(i\*angle));

}

glEnd();

glFlush();

}

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

{

glutInit(&argc, argv);

glutInitWindowPosition(0, 0);

glutInitWindowSize(400, 400);

glutInitDisplayMode(GLUT\_RGBA);

glutCreateWindow("ES19-0013 ジョユンサン");

glClearColor (0.0, 0.0, 0.0, 1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-2.0, 2.0, -2.0, 2.0, -2.0, 2.0);

glMatrixMode(GL\_MODELVIEW);

glRotatef(8, 0, 1, 0);

glRotatef(15, 1, 0, 0);

glutDisplayFunc(display);

glutMainLoop();

}

