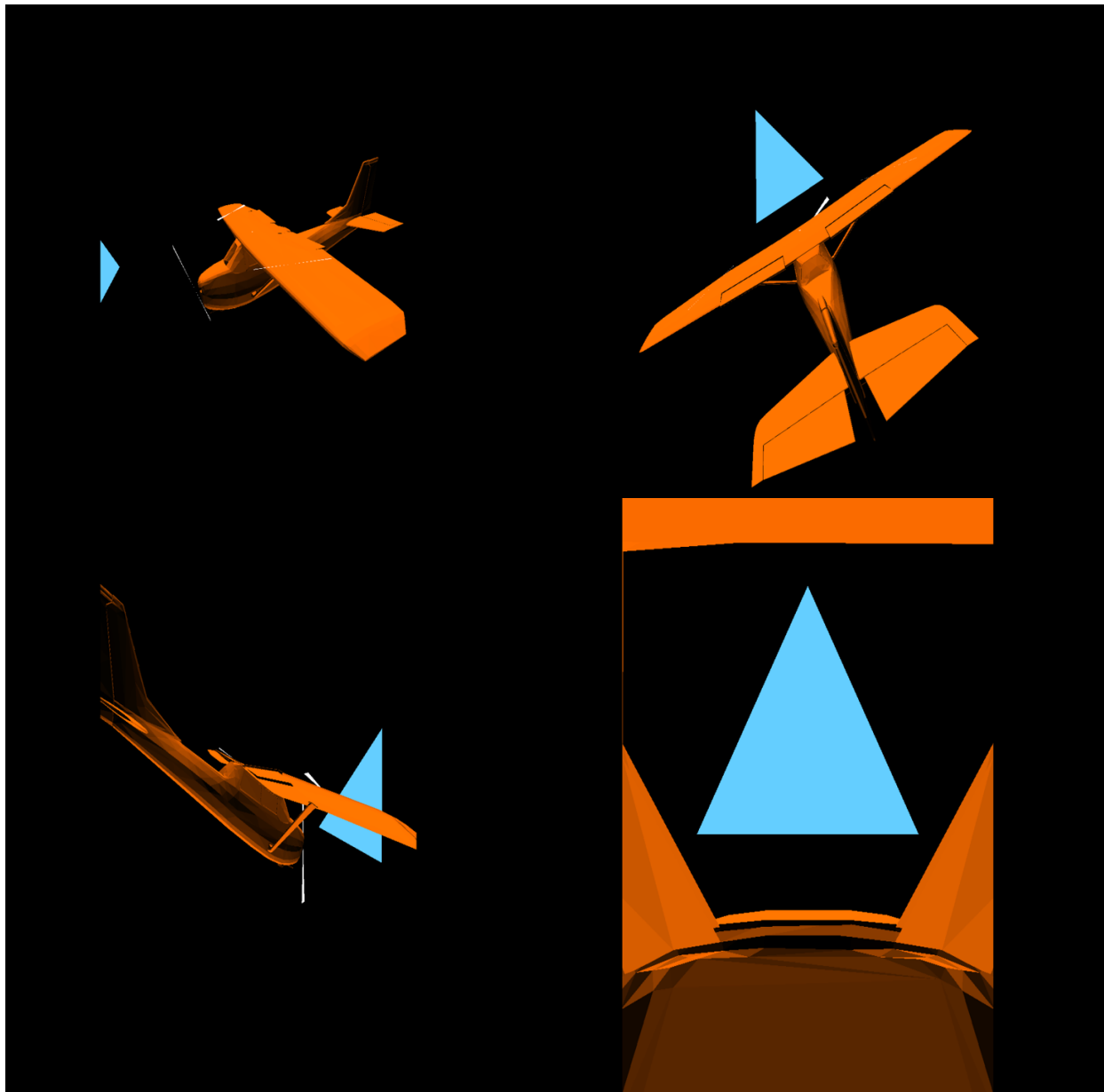# Project#2 (Animate James Bond's Cessna!)

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LINK: https://media.oregonstate.edu/media/t/1_0klimtb2

Screenshots:

Screenshots of the program:

Bottom-left window — `sample.cpp` (Users > manpreetkaur > Desktop > GRAPHICS > SampleMac2 > sample.cpp):

```cpp
void
DoProjectMenu( int id )
{
    WhichProjection = id;

    glutSetWindow( MainWindow );
    glutPostRedisplay( );
}


void
DoviewMenu( int id )
{
    whichview = id;

    glutSetWindow( MainWindow );
    glutPostRedisplay( );
}


// use glut to display a string of characters using a raster font:

void
DoRasterString( float x, float y, float z, char *s )
{
    glRasterPos3f( (GLfloat)x, (GLfloat)y, (GLfloat)z );

    char c;      // one character to print
    for( ; ( c = *s ) != '\0'; s++ )
    {
        glutBitmapCharacter( GLUT_BITMAP_TIMES_ROMAN_24, c );
    }
}


// use glut to display a string of characters using a stroke font:

void
DoStrokeString( float x, float y, float z, float ht, char *s )
{
    glPushMatrix( );
        glTranslatef( (GLfloat)x, (GLfloat)y, (GLfloat)z );
        float sf = ht / ( 119.05f + 33.33f );
        glScalef( (GLfloat)sf, (GLfloat)sf, (GLfloat)sf );
```

Bottom-right window — `sample.cpp` (Users > manpreetkaur > Desktop > GRAPHICS > SampleMac2 > sample.cpp):

```cpp
        Xmouse = x;       // new current position
        Ymouse = y;

        glutSetWindow( MainWindow );
        glutPostRedisplay( );
}


// reset the transformations and the colors:
// this only sets the global variables —
// the glut main loop is responsible for redrawing the scene

void
Reset( )
{
    whichview=OUTSIDE;
    ActiveButton = 0;
    AxesOn = 1;
    DebugOn = 0;
    DepthBufferOn = 1;
    DepthFightingOn = 0;
    DepthCueOn = 0;
    Scale  = 1.0;
    ShadowsOn = 0;
    WhichColor = WHITE;
    WhichProjection = PERSP;
    Xrot = Yrot = 0.;
}


// called when user resizes the window:

void
Resize( int width, int height )
{
    // don't really need to do anything since window size is
    // checked each time in Display( ):

    glutSetWindow( MainWindow );
    glutPostRedisplay( );
}
```