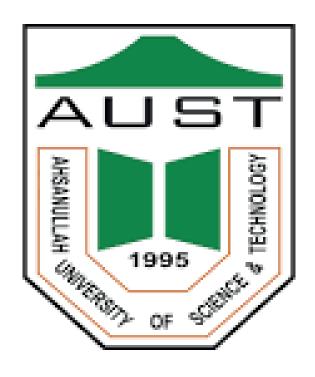
AHSANULLAH UNIVERSITY OF SCIENCE AND TECHNOLOGY



COURSE TITLE: SOFTWARE DEVELOPMENT-I

COURSE NO.: CSE1200

SESSION: FALL 22

ID: 20220104106

GROUP: C1

ASSIGNMENT: 02

```
#include "iGraphics.h"
int mposx,mposy;
int y=0;
int gamestate=0;
char back[]="pic\\back.bmp";
char\ ball[4][26] = {"pic\ball.bmp","pic\barrier.bmp","pic\flat.bmp"};
//:::::Idraw Here:::::://
void iDraw()
{
      iClear();
      iShowBMP(0,0,back);
      iShowBMP2(600,60,ball[1],0);
      iSetColor(255, 255, 255);
      if(y>=590){
            y=570;
            gamestate=1;
      if(gamestate)
      {
            iText(250,200,"BALL DESTROYED",GLUT_BITMAP_TIMES_ROMAN_24);
            iShowBMP2(570,60,ball[2],255);
      }
      else
      {
            iShowBMP2(y,60,ball[0],0);
      }
}
/*function iMouseMove() is called when the user presses and drags the mouse.
(mx, my) is the position where the mouse pointer is.
*/
void iMouseMove(int mx, int my)
{
}
void iPassiveMouseMove(int mx, int my)
{
      mposx=mx;
      mposy=my;
}
```

```
void iMouse(int button, int state, int mx, int my)
{
      if (button == GLUT_LEFT_BUTTON && state == GLUT_DOWN)
      {
      }
      if (button == GLUT_RIGHT_BUTTON && state == GLUT_DOWN)
      }
}
function iKeyboard() is called whenever the user hits a key in keyboard.
key-holds the ASCII value of the key pressed.
*/
void iKeyboard(unsigned char key)
{
      if (key == '\r')
      }
}
function iSpecialKeyboard() is called whenver user hits special keys like-
function keys, home, end, pg up, pg down, arraows etc. you have to use
appropriate constants to detect them. A list is:
GLUT KEY F1, GLUT KEY F2, GLUT KEY F3, GLUT KEY F4, GLUT KEY F5, GLUT KEY F6,
GLUT_KEY_F7, GLUT_KEY_F8, GLUT_KEY_F9, GLUT_KEY_F10, GLUT_KEY_F11, GLUT_KEY_F12,
GLUT_KEY_LEFT, GLUT_KEY_UP, GLUT_KEY_RIGHT, GLUT_KEY_DOWN, GLUT_KEY_PAGE UP,
GLUT_KEY_PAGE DOWN, GLUT_KEY_HOME, GLUT_KEY_END, GLUT_KEY_INSERT
*/
}
```

```
void iSpecialKeyboard(unsigned char key)
       if (key == GLUT_KEY_RIGHT)
       {
                     y=y+20;
       if (key == GLUT_KEY_LEFT)
              y=y-10;
       }
       if (key == GLUT_KEY_HOME)
       }
}
int main()
       ///srand((unsigned)time(NULL));
       ilnitialize(700, 400, "Assignment");
       ///updated see the documentations
       iStart();
       return 0;
}
```