

# AHSANULLAH UNIVERSITY OF SCIENCE AND TECHNOLOGY



**COURSE TITLE: SOFTWARE DEVELOPMENT-I**

**COURSE NO. : CSE1200**

**SESSION: FALL 22**

**ID: 20220104106**

**GROUP: C1**

**ASSIGNMENT: 02**

}

```

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 whenever user hits special keys like-  
function keys, home, end, pg up, pg down, arrows 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));
```

```
    initialize(700, 400, "Assignment");
```

```
    ///updated see the documentations
```

```
    iStart();
```

```
    return 0;
```

```
}
```