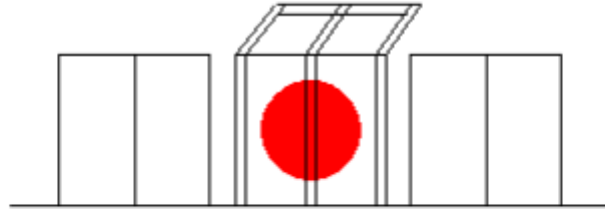


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```

#include <gl/glut.h>
#include <Windows.h>
#include <iostream>
using namespace std;

void circle() {
    glColor3f(1.0, 0.0, 0.0);
    glPointSize(2.0);
    float r = 100;
    float x = 0, y = r;
    float p = 1 - r;
    glBegin(GL_POLYGON);
    while (x < y)
    {
        x++;
        if (p < 0) {
            p += 2 * (x + 1) + 1;
        }
        else {
            y--;
            p += 2 * (x + 1) + 1 - 2 * (y - 1);
        }
        glVertex2i(x, y);
        glVertex2i(-x, y);
        glVertex2i(x, -y);
        glVertex2i(-x, -y);

        glVertex2i(y, x);
        glVertex2i(-y, x);
        glVertex2i(y, -x);
        glVertex2i(-y, -x);
    }

    glEnd();

    glBegin(GL_LINES);
    glColor3f(0.0, 0.0, 0.0);

    glVertex2i(-150, 150);
    glVertex2i(150, 150);

    glVertex2i(-150, 150);
    glVertex2i(-70, 250);
    glVertex2i(-130, 150);

```

```
glVertex2i(-50, 250);

glVertex2i(150, 150);
glVertex2i(220, 250);
glVertex2i(130, 150);
glVertex2i(200, 250);

glVertex2i(10, 150);
glVertex2i(80, 250);
glVertex2i(-10, 150);
glVertex2i(60, 250);

glVertex2i(220, 250);
glVertex2i(-70, 250);
glVertex2i(190, 230);
glVertex2i(-70, 230);

glVertex2i(-150, 150);
glVertex2i(-150, -150);
glVertex2i(-130, 150);
glVertex2i(-130, -150);

glVertex2i(10, 150);
glVertex2i(10, -150);
glVertex2i(-10, 150);
glVertex2i(-10, -150);

glVertex2i(150, 150);
glVertex2i(150, -150);
glVertex2i(130, 150);
glVertex2i(130, -150);

//2nd one

glVertex2i(-500, 150);
glVertex2i(-200, 150);

glVertex2i(-200, 150);
glVertex2i(-200, -150);

glVertex2i(-350, 150);
glVertex2i(-350, -150);

glVertex2i(-500, 150);
glVertex2i(-500, -150);

//3rd one
```

```

    glVertex2i(500, 150);
    glVertex2i(200, 150);

    glVertex2i(200, 150);
    glVertex2i(200, -150);

    glVertex2i(350, 150);
    glVertex2i(350, -150);

    glVertex2i(500, 150);
    glVertex2i(500, -150);

    glVertex2i(-600, -150);
    glVertex2i(600, -150);

    glEnd();

    glFlush();
}
int main(int argc, char ** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(100, 100);
    glutCreateWindow("201-15-13706");

    glClearColor(1.0, 1.0, 1.0, 1.0);
    glClear(GL_COLOR_BUFFER_BIT);
    gluOrtho2D(-1000, 1000, -1000, 1000);
    glMatrixMode(GL_PROJECTION);
    glViewport(0, 0, 500, 500);

    glutDisplayFunc(circle);
    glutMainLoop();
    return 0;
}

```