**Table 1: Object ID**

|  |  |  |  |
| --- | --- | --- | --- |
| **SL#** | **Object ID** | **Function Name** | **Object Name** |
| 1 | O301 | Sky() | sky |
| 2 | O303 | Bigtree() | Big tree |
| 3 | O304 – O312 | disTree() - disTree8() | Distance tree |
| 4 | O303 | drawMoon() | Moon at night scene |
| 5 | 0313-316 | SmallTree1()-SmallTree4() | Small tree |
| 6 | O317 | drawTrainRoad() | Train Road |
| 7 | O318 | Building1() | Building behind train road |
| 8 | O319 | Building2() | Modern Building |
| 9 | O320 | Building3() | Old building |
| 10 | O321 | TrainPillar() | Train Pillar |
| 11 | O322 | road1() | Road no 1 |
| 12 | O323 | road3() | Road no 2 |
| 13 | O324 | road3() | Road no 3 |

**Table 2: Animation ID**

|  |  |  |  |
| --- | --- | --- | --- |
| **SL#** | **Animation Function ID** | **Animation Function** | **Object/Scene** |
| **1** | **A301** | **Clouds()** | **Clouds moves** |
| **2** | **A302** | **Drawsun()** | **Sun moves** |
| **3** | **A310, A311** | **Traffic1(),Traffic2()** | **Traffic Light (change Red, Yellow, and Blue according to Keyboard)** |
| **4** | **A303** | **drawMovingTrain()** | **Train move left to right** |
| **5** | **A306** | **moveCar1()** | **Car move** |
| **6** | **A307, A308, A309** | **lamp1(),lamp2(),lamp3()** | **Main road light**  **(mouse intereaction)** |
| **7** | **A312** | **drawSnow(int value)** | **Press S for snow and middle button of mouse to stop snow** |
| **8** | **A313** | **daynight(bool value)** | **Press D for day scene , N for night scene.** |