#include <GL/glut.h>

void display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

//draws the hut's wall borders

// Draw the hut's left wall

glBegin(GL\_POINTS);

glColor3f(1.0f, 0.0f, 0.0f); // Red

for (float y = -50.0f; y <= 25.0f; y += 0.25f) {

glVertex2f(-75.0f, y);

}

glEnd();

// Draw the hut's bottom wall

glBegin(GL\_POINTS);

glColor3f(0.0f, 1.0f, 0.0f); // Green

for (float x = -75.0f; x <= 75.0f; x += 0.25f) {

glVertex2f(x, -50.0f);

}

glEnd();

// Draw the hut's right wall

glBegin(GL\_POINTS);

glColor3f(0.0f, 0.0f, 1.0f); // Blue

for (float y = -50.0f; y <= 25.0f; y += 0.25f) {

glVertex2f(75.0f, y);

}

glEnd();

// Draw the hut's roof

glBegin(GL\_TRIANGLES);

glColor3f(0.0f, 0.0f, 1.0f); //blue

glVertex3f(0.0f, 75.0f,0.0f);

glColor3f(1.0f, 0.0f, 0.0f); //red

glVertex3f(-100.0f, 25.0f,0.0f);

glColor3f(0.0f, 1.0f, 0.0f); // green

glVertex3f(100.0f, 25.0f,0.0f);

glEnd();

// Draw the hut's walls to be colored

glBegin(GL\_POLYGON);

//bottom left

glColor3f(1.0f, 0.0f, 0.0f);

glVertex2f(-74.0f, -49.0f);

//top left

glColor3f(0.0f, 0.0f, 1.0f);

glVertex2f(-74.0f, 25.0f);

//top right

glColor3f(0.0f, 0.0f, 1.0f);

glVertex2f(74.4f, 25.0f);

//bottom right

glColor3f(0.0f, 1.0f, 0.0f);

glVertex2f(74.4f, -49.0f);

glEnd();

glutSwapBuffers();

}

void reshape(int width, int height) {

glViewport(0, 0, width, height);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(-150.0f, 150.0f, -100.0f, 100.0f);

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

}

int main(int argc, char\*\* argv) {

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB);

glutInitWindowSize(500, 500);

glutInitWindowPosition(100, 100);

glutCreateWindow("MY HUT");

glutDisplayFunc(display);

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}