

Assignment - 12

problem statement :-

Write a c++/java program to ~~sa~~ simulate any one of following scene. National flag hoisting

objective :-

To understand working of simulating real life scenes using OpenGL.

Outcomes :-

We will be able to create the animation that simulate National play hoisting.

S/H requirement :-

OpenGL, Qt creator, Linux or

Theory :-

Open graphics library is a cross platform application programming interface (API) for rendering 2D & 3D vector graphics.

The API is typically used to interact with a graphics processing with (GPU), to achieve hardware rendering.

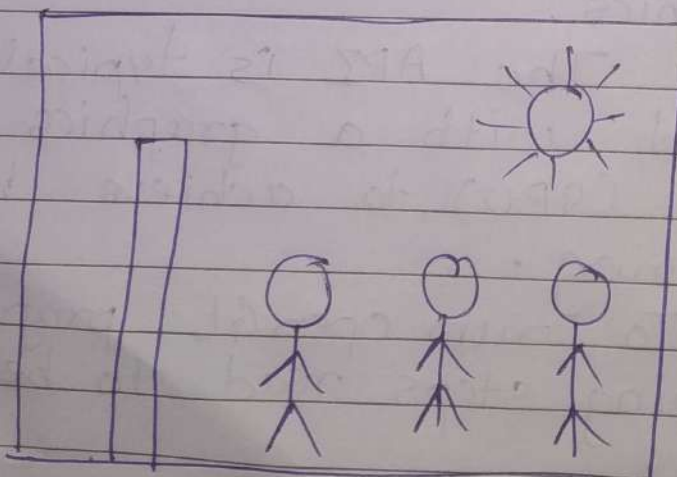
To run OpenGL program the following steps need to be followed.

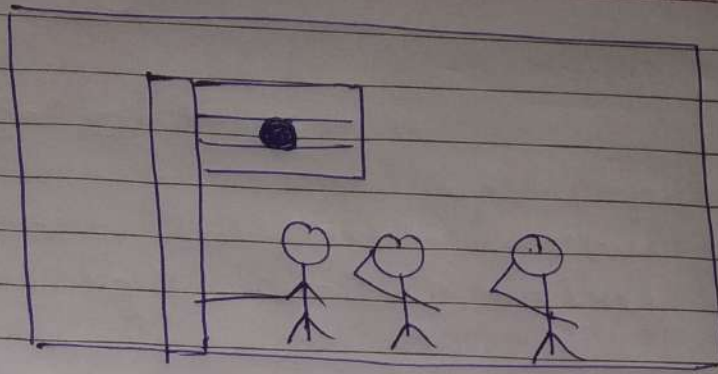
Pseudocode :-

void Flaghoist()

```
{  
    glColor3F(1,0,25,0);  
    drawrect (-80,-40,49,56);  
    glColor3F(1,1,1);  
    drawrect (-80,-40,42,49);  
    glColor3F(0,1,0);  
    drawrect (-80,-40,35,42);  
    glColor3F(0,0,1);  
    drawcircle (-60, 45.5, 3.5);  
    drawline (-60+45.5, -56.5, 45.5);  
    drawline (-60+45.5, -60, 48.5);  
    drawline (-60, 45.5, -60, 42.5);  
    drawline (-60, 45.5, -63.5, 45.5);  
    drawline (-60, 45.5, -58, 47);  
    drawline (-60, 45.5, -62, 47);  
    drawline (-60, 45.5, -58, 42.5);  
    drawline (-60, 45.5, -62, 42.5);  
}
```

Output :-





Test case successful.

Conclusion:-

Thus we have successfully implemented simulating a national flag hoisting scene using OpenGL & C++.