

Assignment on Moving an Object

**Course Code:** CSE 422

**Course Title:** Computer Graphics Lab

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**Code:** We will move an object from left side to right side

#include <windows.h>

#include <GL/gl.h>

#include <GL/glut.h>

float p=-10.0;

void display(void)

{

glClear (GL\_COLOR\_BUFFER\_BIT);

if (p<=10) // 10 is the higher limit of x-axis and y-axis

{

p = p+0.005;

}

else

p=-10.0;

glutPostRedisplay();

glBegin(GL\_QUADS);

glColor3f(1.0,1.0,1.0); //white

glVertex2f(p,4);

glVertex2f(p+5,4);

glVertex2f(p+5,-7);

glVertex2f(p,-7);

glEnd();

glFlush ();

}

void init (void)

{

glClearColor (0.0, 0.0, 0.0, 0.0); //select clearing (background) color

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-10.0, 10.0, -10.0, 10.0, -10.0, 10.0);

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode (GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize (600, 600);

glutInitWindowPosition (100, 100);

glutCreateWindow ("Moving Object");

init ();

glutDisplayFunc(display);

glutMainLoop();

return 0;

}

**Output:**

