

**Lab report on Chess Board Game**

**Course Code:** CSE 422

**Course Title:** Computer Graphics Lab

Submitted To: Hasin Rehana

Lecturer, Department of CSE

Daffodil International University

**Submitted By:** Nadim Mahmud Nion

ID: 181-15-1746

Section: PC-A

Department: CSE

**Submission Date: 30/7/21**

**Chess Board Game:**

Input:

#include <windows.h>

#include <GL/gl.h>

#include <GL/glut.h>

void display(void)

{

int i,j;

glClear (GL\_COLOR\_BUFFER\_BIT);

glColor3f (1.0, 0.1, 1.0);

bool color\_change=false;

for(i=0;i<=10;i=i+1)

{

for(j=0;j<=10;j=j+1)

{

if(color\_change)

{

glColor3f(0.0,0.0,0.0); //black

color\_change=!color\_change;

}

else

{

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

color\_change=!color\_change;

}

glBegin(GL\_QUADS);

glVertex2i(i,j);

glVertex2i(i,j+1);

glVertex2i(i+1,j+1);

glVertex2i(i+1,j);

glEnd();

}

}

glFlush ();

}

void init (void)

{

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

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0.0,10.0,0.0,10.0);

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode (GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize (400, 400);

glutInitWindowPosition (100, 100);

glutCreateWindow ("Chess Board");

init ();

glutDisplayFunc(display);

glutMainLoop();

return 0;

}

Output:

