**Lab Taks-1**

Submission Guidelines-

* Rename the file to your id only. If your id is 18-XXXXX-1, then the file name must be 18-XXXXX-1.docx.
* Must submit within the given deadline in VUES to the section named Lab Tak-1
* Must include resources for all the section in the table

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include<windows.h>  #include<GL/glut.h>  void display()  {  glClear(GL\_COLOR\_BUFFER\_BIT);  glColor3f(0.0, 0.0, 0.0);  glBegin(GL\_LINE\_LOOP);  glVertex2f(4.0, 2.5);  glVertex2f(-4.0, 2.5);  glVertex2f(-4.0, -2.5);  glVertex2f(4.0, -2.5);  glEnd();  glFlush();  }  void myinit()  {  glClearColor(1.0, 1.0, 1.0, 0.0);  //glColor3f(1.0,0.0,0.0);  glPointSize(5.0);  glMatrixMode(GL\_PROJECTION);  gluOrtho2D(-10, 10.0, -10.0, 10.0);  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);  glutInitWindowSize(720, 560);  glutInitWindowPosition(0, 0);  glutCreateWindow("Points");  glutDisplayFunc(display);  myinit();  glutMainLoop();  } |
| **Output Screenshot (Full Screen)-** |
| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include<windows.h>  #include<GL/glut.h>  void display()  {  glClear(GL\_COLOR\_BUFFER\_BIT);  glColor3f(1.0, 0.0, 0.0);  glBegin(GL\_POLYGON);  glVertex2f(3.0, 2.5);  glVertex2f(-3.0, 2.5);  glVertex2f(-4.0, -2.5);  glVertex2f(4.0, -2.5);  glEnd();  glFlush();  }  void myinit()  {  glClearColor(1.0, 1.0, 1.0, 0.0);  //glColor3f(1.0,0.0,0.0);  glPointSize(5.0);  glMatrixMode(GL\_PROJECTION);  gluOrtho2D(-10, 10.0, -10.0, 10.0);  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);  glutInitWindowSize(720, 560);  glutInitWindowPosition(0, 0);  glutCreateWindow("trapezoid");  glutDisplayFunc(display);  myinit();  glutMainLoop();  } |
| **Output Screenshot (Full Screen)-** |

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include<windows.h>  #include<GL/glut.h>  void display()  {  glClear(GL\_COLOR\_BUFFER\_BIT);  //glLoadIdentity();  glColor3f(0.0, 0.0, 0.0);  glBegin(GL\_LINES);  glVertex2f(9.0, 0.0);  glVertex2f(-9.0, 0.0);  glVertex2f(0.0, 9.0);  glVertex2f(0.0, -9.0);  glEnd();  glColor3f(1.0, 0.0, 0.0);  glBegin(GL\_POLYGON);  glVertex2f(-3.0, 5.0);  glVertex2f(-6.0, 5.0);  glVertex2f(-6.0, 2.0);  glVertex2f(-3.0, 2.0);  glEnd();    glColor3f(0.7, 0.0, 1.0);  glBegin(GL\_POLYGON);  glVertex2f(-4.0, -2.0);  glVertex2f(-7.0, -4.0);  glVertex2f(-4.0, -6.0);  glEnd();    glColor3f(1.0, 1.0, 0.0);  glBegin(GL\_POLYGON);  glVertex2f(7.0, -5.0);  glVertex2f(5.0, -2.0);  glVertex2f(3.0, -5.0);  glEnd();  glColor3f(0.0, 1.0, 0.0);  glBegin(GL\_POLYGON);  glVertex2f(8.0, 3.0);  glVertex2f(6.0, 5.0);  glVertex2f(6.0, 4.0);  glVertex2f(2.0, 4.0);  glVertex2f(2.0, 2.5);  glVertex2f(6.0, 2.5);  glVertex2f(6.0, 1.5);  glEnd();  glFlush();  }  void myinit()  {  glClearColor(1.0, 1.0, 1.0, 0.0);  //glColor3f(1.0,0.0,0.0);  glPointSize(5.0);  glMatrixMode(GL\_PROJECTION);  gluOrtho2D(-10, 10.0, -10.0, 10.0);  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);  glutInitWindowSize(720, 560);  glutInitWindowPosition(0, 0);  glutCreateWindow("shapes");  glutDisplayFunc(display);  myinit();  glutMainLoop();  } |
| **Output Screenshot (Full Screen)-** |