Experiment No 8

Title Implement animation principles for any object

#include <iostream>

#include <math.h>

#include <time.h>

#include <GL/glut.h>

using namespace std;

int x=0;

int flag=0;

void init(){

glClearColor(1.0,1.0,1.0,0.0);

glMatrixMode(GL\_PROJECTION);

gluOrtho2D(0,640,0,480);

}

void object1(){

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(1,0,0);

glBegin(GL\_POLYGON);

glVertex2i(x,220);

glVertex2i(x+40,220);

glVertex2i(x+40,260);

glVertex2i(x,260);

glEnd();

glutSwapBuffers();

}

void timer(int){

glutPostRedisplay();

glutTimerFunc(1000/60,timer,0);

if(flag == 0){

x = x+3;

}

if(flag == 1){

x = x-3;

}

if(x==600){

flag = 1;

}

if(x == 0){

flag = 0;

}

}

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

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB);

glutInitWindowSize(640,480);

glutInitWindowPosition(200,200);

glutCreateWindow("Animation");

init();

glutDisplayFunc(object1);

glutTimerFunc(1000,timer,0);

glutMainLoop();

return 0;

}

OUTPUT



