



main.cpp

```
1  #include<GL/glut.h>
2  #include<math.h>
3
4  double parr[8];
5
6  void init()
7  {
8      glClear(GL_COLOR_BUFFER_BIT);
9      glClearColor(0,0,0,1);
10     glColor3f(1,0,1);
11     gluOrtho2D(-500,500,-500,500); // Left,right
12
13     // Polygon Defaut
14     parr[0] = 10; //x
15     parr[1] = 10; //y
16
17     parr[2] = 200;
18     parr[3] = 10;
19
20     parr[4] = 150;
21     parr[5] = 150;
22 }
23
24
25 void polygon()
26 {
27     glColor3f(1,0,0);
28     glBegin(GL_LINE_LOOP);
29         glVertex2f(parr[0],parr[1]);
30         glVertex2f(parr[2],parr[3]);
31
32         glVertex2f(parr[4],parr[5]);
33
34     glEnd();
35
```

"C:\Users\PAVANI\OneDrive\Desktop\Graphics and animations\startopengl\bin\Debug\startopengl.exe"

2D Transformation

