



```
main.cpp
14     0x00, 0x11, 0x01, 0x40,
15     0x00, 0x0f, 0x00, 0xe0,
16 };
17
18 GLfloat randomFloat() {
19     return (GLfloat)rand() / RAND_MAX;
20 }
21
22 void reshape(int width, int height) {
23     glViewport(0, 0, width, height);
24     glMatrixMode(GL_PROJECTION);
25     glLoadIdentity();
26     gluOrtho2D(0, 1, 0, 1);
27 }
28
29 void display() {
30     glClear(GL_COLOR_BUFFER_BIT);
31     for (int i = 0; i < 20; i++) {
32         glColor3f(randomFloat(), randomFloat(), randomFloat());
33         glRasterPos3f(randomFloat(), randomFloat(), 0.0);
34         glBitmap(27, 11, 0, 0, 0, 0, fish);
35     }
36     glFlush();
37 }
38
39 int main(int argc, char **argv) {
40     glutInit(&argc, argv);
41     glutInitDisplayMode(GLUT_RGB | GLUT_SINGLE);
42     glutInitWindowSize(400, 300);
43     glutCreateWindow("Fishies");
44     glutReshapeFunc(reshape);
45     glutDisplayFunc(display);
46     glutMainLoop();
47 }
48
```

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

