



```
main.cpp
28         GL_RGB,           // texels are in RGB format
29         GL_UNSIGNED_BYTE, // color components are unsigned bytes
30         texture);
31     glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);
32     glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
33 }
34
35 void display() {
36     glClear(GL_COLOR_BUFFER_BIT);
37     glBegin(GL_TRIANGLES);
38         glTexCoord2f(0.5, 1.0);    glVertex2f(-3, 3);
39         glTexCoord2f(0.0, 0.0);    glVertex2f(-3, 0);
40         glTexCoord2f(1.0, 0.0);    glVertex2f(0, 0);
41
42         glTexCoord2f(4, 8);        glVertex2f(3, 3);
43         glTexCoord2f(0.0, 0.0);    glVertex2f(0, 0);
44         glTexCoord2f(8, 0.0);      glVertex2f(3, 0);
45
46         glTexCoord2f(5, 5);        glVertex2f(0, 0);
47         glTexCoord2f(0.0, 0.0);    glVertex2f(-1.5, -3);
48         glTexCoord2f(4, 0.0);      glVertex2f(1.5, -3);
49     glEnd();
50     glFlush();
51 }
52
53 // Initializes GLUT and enters the main loop.
54 int main(int argc, char** argv) {
55     glutInit(&argc, argv);
56     glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
57     glutInitWindowSize(520, 390);
58     glutCreateWindow("Textured Triangles");
59     glutDisplayFunc(display);
60     glutReshapeFunc(reshape);
61     glutMainLoop();
62 }
```

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

Textured Triangles

