



main(int argc, char** argv) : int

main.cpp

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50
51 void timer(int v) {
52     orbiter.advance(0.01);
53     glutPostRedisplay();
54     glutTimerFunc(1000/60, timer, v);
55 }
56
57 void reshape(GLint w, GLint h) {
58     glViewport(0, 0, w, h);
59     glMatrixMode(GL_PROJECTION);
60     glLoadIdentity();
61     gluPerspective(40.0, GLfloat(w) / GLfloat(h)
62 }
63
64 void init() {
65     glEnable(GL_DEPTH_TEST);
66     GLfloat yellow[] = {1.0, 1.0, 0.5, 1.0};
67     glLightfv(GL_LIGHT0, GL_DIFFUSE, yellow);
68     glEnable(GL_LIGHTING);
69     glEnable(GL_LIGHT0);
70     moon.create();
71 }
72
73 int main(int argc, char** argv) {
74     glutInit(&argc, argv);
75     glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB);
76     glutInitWindowPosition(80, 80);
77     glutInitWindowSize(500, 500);
78     glutCreateWindow("The Moon");
79     glutDisplayFunc(display);
80     glutTimerFunc(100, timer, 0);
81     glutReshapeFunc(reshape);
82     init();
83     glutMainLoop();
84 }
```

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

The Moon

