



main.cpp

```
29
30 void init()
31 {
32     glClearColor(0.5,0.5,0.0, 0.0);
33     glColor3f(1,0,0);
34     glMatrixMode(GL_PROJECTION);
35     glLoadIdentity();
36     glOrtho(0,          // left
37            800,         // right
38            800,         // bottom
39            0,           // top
40            0,           // zNear
41            1,           // zFar
42            );
43 }
44
45
46 void main(int argc, char** argv)
47 {
48     glutInit(&argc, argv);
49     glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
50     glutInitWindowSize(900, 1080);
51     glutInitWindowPosition(0, 0);
52     glutCreateWindow("Simple");
53
54     glutDisplayFunc(display);
55
56     init();
57
58     glutMainLoop();
59 }
60 GLfloat m[16] = {
61     1.0f, 0.0f, 0.0f, 0.0f,
62     shear, 1.0f, 0.0f, 0.0f,
63     0.0f, 0.0f, 1.0f, 0.0f,
```

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

2D Transformation

