**Lab Taks-1**

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include <windows.h>  #include <GL/glut.h>  void display()  {  glClearColor(1, 1, 1, 1.0f);  glClear(GL\_COLOR\_BUFFER\_BIT);  glPointSize(30);  glLineWidth(3);  glClear(GL\_COLOR\_BUFFER\_BIT);  glPolygonMode(GL\_FRONT\_AND\_BACK, GL\_LINE);  glBegin(GL\_POLYGON);  glColor3f(0,0,0);  glVertex2i(-50, 35);  glVertex2i(50,35);  glVertex2i(50,-35);  glVertex2i(-50,-35);  glEnd();  glPolygonMode(GL\_FRONT\_AND\_BACK, GL\_FILL);  glFlush();  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutInitWindowSize(600, 600);  glutCreateWindow("lab task 1 [22-47226-1]");  glutDisplayFunc(display);  gluOrtho2D(-70,70,-70,70);  glutMainLoop();  return 0;  } |
| **Output Screenshot (Full Screen)-** |

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include <windows.h>  #include <GL/glut.h>  void display()  {  glClearColor(1, 1, 1, 1.0f);  glClear(GL\_COLOR\_BUFFER\_BIT);  glPointSize(30);  glLineWidth(3);  glBegin(GL\_POLYGON);  glColor3f(1,0,0);  glVertex2i(-31, 55);  glVertex2i(31,55);  glVertex2i(43,0);  glVertex2i(-43,0);  glEnd();  glFlush();  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutInitWindowSize(600, 600);  glutCreateWindow("lab task 1 [22-47226-1]");  glutDisplayFunc(display);  gluOrtho2D(-70,70,-70,70);  glutMainLoop();  return 0;  } |
| **Output Screenshot (Full Screen)-** |

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include <windows.h>  #include <GL/glut.h>  void display()  {  glClearColor(1, 1, 1, 1.0f);  glClear(GL\_COLOR\_BUFFER\_BIT);  glPointSize(30);  glLineWidth(3);  glBegin(GL\_LINES); //for making the axis  glColor3f(0, 0, 0);  glVertex2f(0., 0.);  glVertex2f(100, 0);  glVertex2f(0, 0);  glVertex2f(0, 100);  glVertex2f(0, 0);  glVertex2f(-100, 0);  glVertex2f(0, 0);  glVertex2f(0, -100);  glEnd();  glBegin(GL\_POLYGON); //for the purple sideways triangle  glColor3f(0.502f,0,0.502f);  glVertex2i(-85, -45);  glVertex2i(-20, -75);  glVertex2i(-20, -15);  glEnd();  glBegin(GL\_POLYGON); //for the red rectangle  glColor3f(1,0,0);  glVertex2i(-85, 75);  glVertex2i(-20, 75);  glVertex2i(-20, 25);  glVertex2i(-85,25);  glEnd();  glBegin(GL\_POLYGON); //for the yellow upwards triangle  glColor3f(1, 1, 0);  glVertex2f(50, -15);  glVertex2f(80, -75);  glVertex2f(20, -75);  glEnd();  glBegin(GL\_POLYGON); //for the rectangle part of green right arrow  glColor3f(0.0f, 0.619f, 0.102f);  glVertex2f(15, 60);  glVertex2f(65, 60);  glVertex2f(65, 40);  glVertex2f(15, 40);  glEnd();  glBegin(GL\_POLYGON); //for the triangle part of green right arrow  glColor3f(0.0f, 0.619f, 0.102f);  glVertex2f(65, 70);  glVertex2f(80, 50);  glVertex2f(65, 30);  glEnd();  glFlush();  }  int main(int argc, char\*\* argv)  {  glutInit(&argc, argv);  glutInitWindowSize(720, 720);  glutInitWindowPosition(620, 150);  glutCreateWindow("lab task 1 [22-47226-1]");  glutDisplayFunc(display);  gluOrtho2D(-100,100,-100,100);  glutMainLoop();  return 0;  } |
| **Output Screenshot (Full Screen)-** |