

## LAB EVALUATION 01

Course Title: Computer Graphics Lab

Course Code: CSE 422

Submitted To :

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Submitted By :

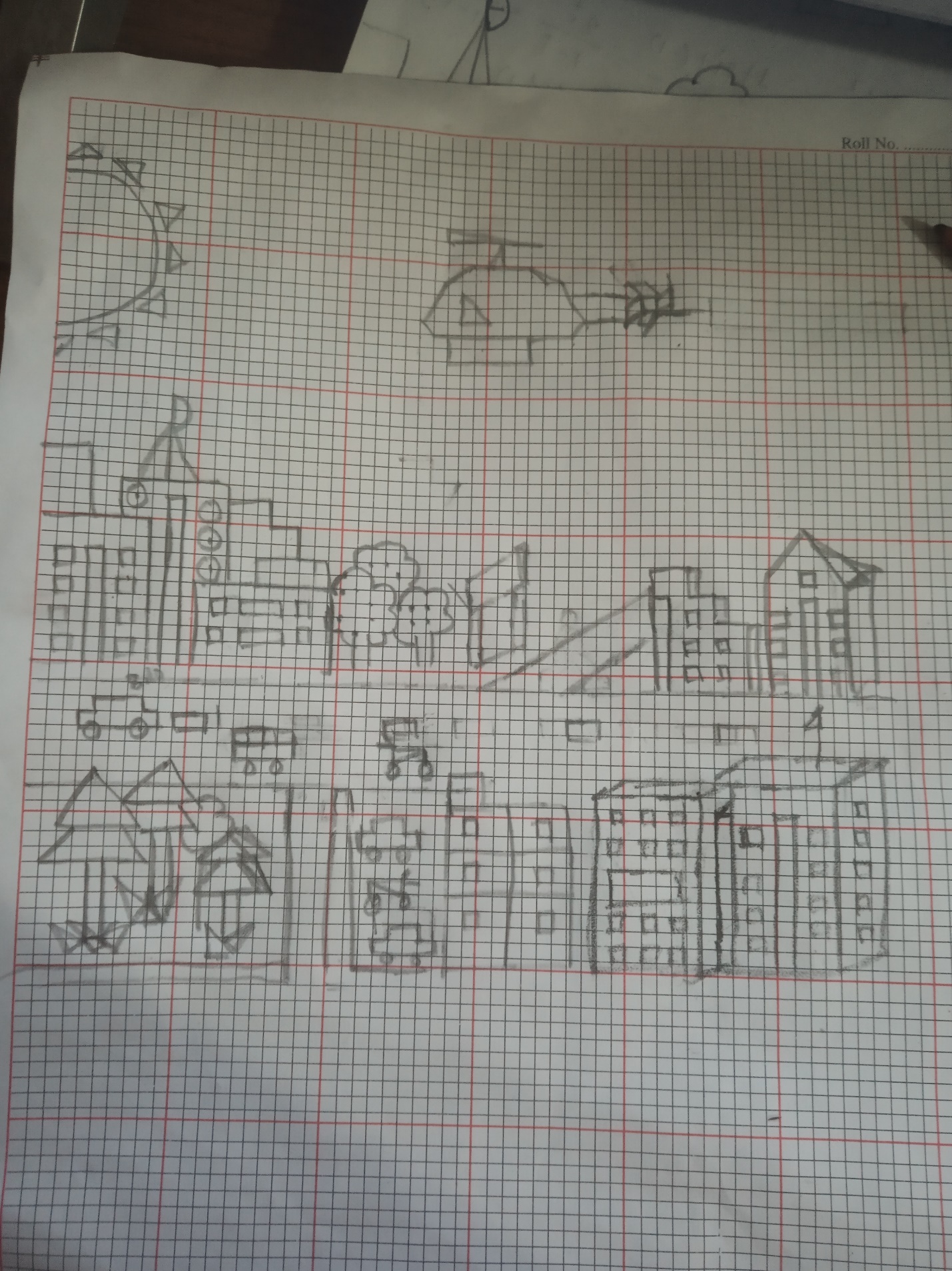
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Graph:



CODE:

#include<windows.h>

#ifdef \_\_APPLE\_\_

#include <GLUT/glut.h>

#else

#include <GL/glut.h>

#endif

#include <stdlib.h>

#include<math.h>

/\* GLUT callback Handlers \*/

void init(void)

{

glClearColor(1.0, 1.0, 1.0, 1.0); // Set display window colour to white

glMatrixMode(GL\_PROJECTION); // Set projection parameters

gluOrtho2D(0.0, 57.0, 0.0, 60.0);

}

static void SAKIB(void)

{

float theta;

int i;

glClear(GL\_COLOR\_BUFFER\_BIT );

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(0,60);

glVertex2i(57,60);

glVertex2i(57,0);

glEnd();

//SUN

glColor3f(0.92156,0.8549,0.156862);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(0+4\*cos(theta),50+5\*sin(theta));

}

glEnd();

glColor3f(0.92156,0.8549,0.156862);

glBegin(GL\_TRIANGLES);

glVertex2i(4,54);

glVertex2i(2,56);

glVertex2i(4,56);

glEnd();

//HELICOPTER

glColor3f(0.211765,0.24314,0.258824);

glBegin(GL\_POLYGON);

glVertex2i(25,46);

glVertex2i(26,45);

glVertex2i(29,45);

glVertex2i(29,50);

glVertex2i(27,49);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_POLYGON);

glVertex2i(34,48);

glVertex2i(36,46);

glVertex2i(40,46);

glVertex2i(41,47);

glVertex2i(41,48);

glEnd();

glColor3f(0.211765,0.24314,0.258824);

glBegin(GL\_POLYGON);

glVertex2i(34,49);

glVertex2i(36,46);

glVertex2i(35,45);

glVertex2i(29,45);

glVertex2i(29,50);

glVertex2i(32,50);

glEnd();

glColor3f(0.211765,0.24314,0.258824);

glBegin(GL\_POLYGON);

glVertex2i(30,50);

glVertex2i(31,50);

glVertex2i(31,51);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_POLYGON);

glVertex2i(27,51);

glVertex2i(34,51);

glVertex2i(27,52);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_POLYGON);

glVertex2i(28,48);

glVertex2i(30,46);

glVertex2i(28,46);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_LINE\_LOOP);

glVertex2i(27,45);

glVertex2i(32,45);

glVertex2i(32,43);

glVertex2i(27,43);

glEnd();

//\*\*\*2nd building

glColor3f(1,0,1);

glBegin(GL\_QUADS);

glVertex2i(5,33);

glVertex2i(12,33);

glVertex2i(12,20);

glVertex2i(5,20);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(8,20);

glVertex2i(9,20);

glVertex2i(9,32);

glVertex2i(8,32);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(11+0.6\*cos(theta),31+0.8\*sin(theta));

}

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(11+0.6\*cos(theta),29+0.8\*sin(theta));

}

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(11+0.6\*cos(theta),27+0.8\*sin(theta));

}

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(6+0.6\*cos(theta),31+0.8\*sin(theta));

}

glEnd();

//\*\*\*\* 1st building

glColor3f(1,0,0);

glBegin(GL\_QUADS);

glVertex2i(0,20);

glVertex2i(7,20);

glVertex2i(7,30);

glVertex2i(0,30);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(1,21);

glVertex2i(2,21);

glVertex2i(2,22);

glVertex2i(1,22);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(1,23);

glVertex2i(2,23);

glVertex2i(2,24);

glVertex2i(1,24);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(1,25);

glVertex2i(2,25);

glVertex2i(2,26);

glVertex2i(1,26);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(1,27);

glVertex2i(2,27);

glVertex2i(2,28);

glVertex2i(1,28);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(3,20);

glVertex2i(3,28);

glVertex2i(4,28);

glVertex2i(4,20);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(5,21);

glVertex2i(6,21);

glVertex2i(6,22);

glVertex2i(5,22);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(5,23);

glVertex2i(6,23);

glVertex2i(6,24);

glVertex2i(5,24);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(5,25);

glVertex2i(6,25);

glVertex2i(6,26);

glVertex2i(5,26);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(5,27);

glVertex2i(6,27);

glVertex2i(6,28);

glVertex2i(5,28);

glEnd();

//\*\*\*3rd building

glColor3f(0,0,1);

glBegin(GL\_QUADS);

glVertex2i(10,20);

glVertex2i(19,20);

glVertex2i(19,25);

glVertex2i(10,25);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(11,24);

glVertex2i(12,24);

glVertex2i(12,23);

glVertex2i(11,23);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(13,24);

glVertex2i(16,24);

glVertex2i(16,23);

glVertex2i(13,23);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(17,22);

glVertex2i(18,22);

glVertex2i(18,21);

glVertex2i(17,21);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(11,22);

glVertex2i(12,22);

glVertex2i(12,21);

glVertex2i(11,21);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(13,22);

glVertex2i(16,22);

glVertex2i(16,21);

glVertex2i(13,21);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(17,24);

glVertex2i(18,24);

glVertex2i(18,23);

glVertex2i(17,23);

glEnd();

//\*\*tree

//\*\*\*2nd tree

glColor3f(0.054902,0.278431,0.066667);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(22+1\*cos(theta),28+1.2\*sin(theta));

}

glEnd();

glColor3f(0.054902,0.278431,0.066667);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(23+0.8\*cos(theta),28+1\*sin(theta));

}

glEnd();

glColor3f(0.054902,0.278431,0.066667);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(22+0.6\*cos(theta),29+0.8\*sin(theta));

}

glEnd();

glColor3f(0.054902,0.278431,0.066667);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(22+1\*cos(theta),27+1\*sin(theta));

}

glEnd();

//\*\*1st tree

glColor3f(0.30980,0.172549,0.0235294);

glBegin(GL\_QUADS);

glVertex2i(21,20);

glVertex2i(21,24);

glVertex2i(20,24);

glVertex2i(20,20);

glEnd();

glColor3f(0.09804,0.45882,0.211765);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(20+1\*cos(theta),24+1\*sin(theta));

}

glEnd();

glColor3f(0.09804,0.45882,0.211765);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(20+1\*cos(theta),25+1\*sin(theta));

}

glEnd();

glColor3f(0.09804,0.45882,0.211765);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(21+1\*cos(theta),26+1.2\*sin(theta));

}

glEnd();

glColor3f(0.09804,0.45882,0.211765);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(21+1.2\*cos(theta),25+1\*sin(theta));

}

glEnd();

glColor3f(0.09804,0.45882,0.211765);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(21+1.2\*cos(theta),24+1\*sin(theta));

}

glEnd();

//\*\*Road

glColor3f(0.211765,0.24314,0.258824);

glBegin(GL\_QUADS);

glVertex2i(0,19);

glVertex2i(57,19);

glVertex2i(57,12);

glVertex2i(0,12);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(9,15);

glVertex2i(11,15);

glVertex2i(12,16);

glVertex2i(10,16);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(29,15);

glVertex2i(31,15);

glVertex2i(32,16);

glVertex2i(30,16);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(19,15);

glVertex2i(21,15);

glVertex2i(22,16);

glVertex2i(20,16);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(39,15);

glVertex2i(41,15);

glVertex2i(42,16);

glVertex2i(40,16);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(49,15);

glVertex2i(51,15);

glVertex2i(52,16);

glVertex2i(50,16);

glEnd();

//2nd road

glColor3f(0.512,0.470588,0.41176);

glBegin(GL\_QUADS);

glVertex2i(30,19);

glVertex2i(42,27);

glVertex2i(42,24);

glVertex2i(36,19);

glEnd();

//car

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_QUADS);

glVertex2i(3,16);

glVertex2i(8,16);

glVertex2i(8,17);

glVertex2i(3,17);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_QUADS);

glVertex2i(4,17);

glVertex2i(7,17);

glVertex2i(7,18);

glVertex2i(4,18);

glEnd();

glColor3f(0.431372,0.45098,0.396078);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(4+0.4\*cos(theta),16+0.6\*sin(theta));

}

glEnd();

glColor3f(0.431372,0.45098,0.396078);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(7+0.4\*cos(theta),16+0.6\*sin(theta));

}

glEnd();

glColor3f(0.09804,0.45882,0.211765);

glBegin(GL\_QUADS);

glVertex2i(13,14);

glVertex2i(17,14);

glVertex2i(17,16);

glVertex2i(13,16);

glEnd();

glColor3f(0.431372,0.45098,0.396078);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(14+0.4\*cos(theta),14+0.6\*sin(theta));

}

glEnd();

glColor3f(0.431372,0.45098,0.396078);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(16+0.4\*cos(theta),14+0.6\*sin(theta));

}

glEnd();

//\*\* 3rd building

glColor3f(0,1,0);

glBegin(GL\_QUADS);

glVertex2i(41,20);

glVertex2i(48,20);

glVertex2i(48,25);

glVertex2i(41,25);

glEnd();

glColor3f(0,1,0);

glBegin(GL\_POLYGON);

glVertex2i(41,27);

glVertex2i(45,27);

glVertex2i(45,25);

glVertex2i(41,25);

glEnd();

glColor3f(0,1,0);

glBegin(GL\_POLYGON);

glVertex2i(41,29);

glVertex2i(43,29);

glVertex2i(43,27);

glVertex2i(41,27);

glEnd();

glColor3f(1,0,0);

glBegin(GL\_QUADS);

glVertex2i(41,27);

glVertex2i(42,27);

glVertex2i(42,20);

glVertex2i(41,20);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(43,26);

glVertex2i(44,26);

glVertex2i(44,25);

glVertex2i(43,25);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(43,24);

glVertex2i(44,24);

glVertex2i(44,23);

glVertex2i(43,23);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(43,22);

glVertex2i(44,22);

glVertex2i(44,21);

glVertex2i(43,21);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(45,24);

glVertex2i(46,24);

glVertex2i(46,23);

glVertex2i(45,23);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(45,22);

glVertex2i(46,22);

glVertex2i(46,21);

glVertex2i(45,21);

glEnd();

//\*\*\*4th building

glColor3f(0.8667,0,0.94118);

glBegin(GL\_POLYGON);

glVertex2i(49,20);

glVertex2i(55,20);

glVertex2i(55,28);

glVertex2i(52,32);

glVertex2i(49,28);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(51,28);

glVertex2i(53,28);

glVertex2i(53,29);

glVertex2i(51,29);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(51,27);

glVertex2i(53,27);

glVertex2i(53,20);

glVertex2i(51,20);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(49,26);

glVertex2i(50,26);

glVertex2i(50,25);

glVertex2i(49,25);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(49,24);

glVertex2i(50,24);

glVertex2i(50,23);

glVertex2i(49,23);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(49,22);

glVertex2i(50,22);

glVertex2i(50,21);

glVertex2i(49,21);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(49,26);

glVertex2i(50,26);

glVertex2i(50,25);

glVertex2i(49,25);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(54,26);

glVertex2i(55,26);

glVertex2i(55,25);

glVertex2i(54,25);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(54,24);

glVertex2i(55,24);

glVertex2i(55,23);

glVertex2i(54,23);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(54,22);

glVertex2i(55,22);

glVertex2i(55,21);

glVertex2i(54,21);

glEnd();

//\*\*Bottom TREE

glColor3f(0.36470,0.431372,0.219607);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(15,0);

glVertex2i(17,12);

glVertex2i(0,12);

glEnd();

//1ST

glColor3f(0.054902,0.278431,0.066667);

glBegin(GL\_TRIANGLES);

glVertex2i(5,13);

glVertex2i(8,9);

glVertex2i(2,9);

glEnd();

glColor3f(0.054902,0.278431,0.066667);

glBegin(GL\_QUADS);

glVertex2i(3,9);

glVertex2i(6,9);

glVertex2i(8,7);

glVertex2i(1,7);

glEnd();

glColor3f(0.2705882,0.2235294,0.1568627);

glBegin(GL\_QUADS);

glVertex2i(4,2);

glVertex2i(5,2);

glVertex2i(5,7);

glVertex2i(4,7);

glEnd();

//\*7TH BUILDING

glColor3f(0.70980,0.6549,0.57647);

glBegin(GL\_QUADS);

glVertex2i(54,1);

glVertex2i(54,13);

glVertex2i(46,13);

glVertex2i(46,1);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(50,11);

glVertex2i(51,11);

glVertex2i(51,1);

glVertex2i(50,1);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(48,11);

glVertex2i(49,11);

glVertex2i(49,10);

glVertex2i(48,10);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(48,9);

glVertex2i(49,9);

glVertex2i(49,8);

glVertex2i(48,8);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(48,7);

glVertex2i(49,7);

glVertex2i(49,6);

glVertex2i(48,6);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(48,5);

glVertex2i(49,5);

glVertex2i(49,4);

glVertex2i(48,4);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(48,3);

glVertex2i(49,3);

glVertex2i(49,2);

glVertex2i(48,2);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(52,11);

glVertex2i(53,11);

glVertex2i(53,10);

glVertex2i(52,10);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(52,9);

glVertex2i(53,9);

glVertex2i(53,8);

glVertex2i(52,8);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(52,7);

glVertex2i(53,7);

glVertex2i(53,6);

glVertex2i(52,6);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(52,5);

glVertex2i(53,5);

glVertex2i(53,4);

glVertex2i(52,4);

glEnd();

glColor3f(0.8117647,0.780392,0.7372549);

glBegin(GL\_QUADS);

glVertex2i(46,13);

glVertex2i(48,15);

glVertex2i(56,15);

glVertex2i(54,13);

glEnd();

//\*\*6TH BUILDING

glColor3f(0.2705882,0.2235294,0.1568627);

glBegin(GL\_QUADS);

glVertex2i(38,0);

glVertex2i(45,0);

glVertex2i(45,12);

glVertex2i(38,12);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(39,11);

glVertex2i(40,11);

glVertex2i(40,10);

glVertex2i(39,10);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(39,9);

glVertex2i(40,9);

glVertex2i(40,8);

glVertex2i(39,8);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(39,4);

glVertex2i(40,4);

glVertex2i(40,3);

glVertex2i(39,3);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(39,2);

glVertex2i(40,2);

glVertex2i(40,1);

glVertex2i(39,1);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(39,7);

glVertex2i(44,7);

glVertex2i(44,5);

glVertex2i(39,5);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(41,11);

glVertex2i(42,11);

glVertex2i(42,10);

glVertex2i(41,10);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(41,9);

glVertex2i(42,9);

glVertex2i(42,8);

glVertex2i(41,8);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(41,4);

glVertex2i(42,4);

glVertex2i(42,3);

glVertex2i(41,3);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(41,2);

glVertex2i(42,2);

glVertex2i(42,1);

glVertex2i(41,1);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(43,11);

glVertex2i(44,11);

glVertex2i(44,10);

glVertex2i(43,10);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(43,9);

glVertex2i(44,9);

glVertex2i(44,8);

glVertex2i(43,8);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(43,4);

glVertex2i(44,4);

glVertex2i(44,3);

glVertex2i(43,3);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(43,2);

glVertex2i(44,2);

glVertex2i(44,1);

glVertex2i(43,1);

glEnd();

glColor3f(0.65098,0.59215,0.50196);

glBegin(GL\_QUADS);

glVertex2i(40,13);

glVertex2i(47,13);

glVertex2i(45,12);

glVertex2i(38,12);

glEnd();

glColor3f(0.2705882,0.2235294,0.2);

glBegin(GL\_QUADS);

glVertex2i(47,1);

glVertex2i(47,13);

glVertex2i(45,12);

glVertex2i(45,0);

glEnd();

glColor3f(0.70980,0.6549,0.47647);

glBegin(GL\_QUADS);

glVertex2i(54,1);

glVertex2i(54,13);

glVertex2i(56,15);

glVertex2i(56,3);

glEnd();

//5th building

glColor3f(0.70980,0.6549,0.47647);

glBegin(GL\_QUADS);

glVertex2i(28,0);

glVertex2i(36,0);

glVertex2i(36,11);

glVertex2i(28,11);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(29,9);

glVertex2i(35,9);

glVertex2i(35,10);

glVertex2i(29,10);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(29,7);

glVertex2i(30,7);

glVertex2i(30,8);

glVertex2i(29,8);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(29,5);

glVertex2i(30,5);

glVertex2i(30,6);

glVertex2i(29,6);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(29,4);

glVertex2i(30,4);

glVertex2i(30,3);

glVertex2i(29,3);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(34,9);

glVertex2i(35,9);

glVertex2i(35,10);

glVertex2i(34,10);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(34,7);

glVertex2i(35,7);

glVertex2i(35,8);

glVertex2i(34,8);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(34,5);

glVertex2i(35,5);

glVertex2i(35,6);

glVertex2i(34,6);

glEnd();

glColor3f(0.8667,0.9333,0.94118);

glBegin(GL\_QUADS);

glVertex2i(34,4);

glVertex2i(35,4);

glVertex2i(35,3);

glVertex2i(34,3);

glEnd();

glColor3f(0.70980,0.6549,0.47647);

glBegin(GL\_QUADS);

glVertex2i(28,11);

glVertex2i(30,11);

glVertex2i(30,13);

glVertex2i(28,13);

glEnd();

glColor3f(0.70980,0.6549,0.47647);

glBegin(GL\_LINES);

glVertex2i(20,12);

glVertex2i(18,0);

glEnd();

glColor3f(0.70980,0.6549,0.47647);

glBegin(GL\_LINES);

glVertex2i(21,12);

glVertex2i(19,0);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_QUADS);

glVertex2i(22,9);

glVertex2i(26,9);

glVertex2i(26,8);

glVertex2i(22,8);

glEnd();

glColor3f(0.568627,0.07451,0.07451);

glBegin(GL\_QUADS);

glVertex2i(23,9);

glVertex2i(25,9);

glVertex2i(25,10);

glVertex2i(23,10);

glEnd();

glColor3f(0.431372,0.45098,0.396078);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(23+0.4\*cos(theta),8+0.6\*sin(theta));

}

glEnd();

glColor3f(0.431372,0.45098,0.396078);

glBegin(GL\_POLYGON);

for(i=0;i<360;i++)

{

theta=i\*3.142/180;

glVertex2f(25+0.4\*cos(theta),8+0.6\*sin(theta));

}

glEnd();

glFlush();

}

/\* Program entry point \*/

int main(int argc, char \*argv[])

{

glutInit(&argc, argv);

glutInitWindowSize(640,480);

glutInitWindowPosition(10,10);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_DEPTH);

init();

glutCreateWindow("171-15-8782");

init();

glutDisplayFunc(SAKIB);

glutMainLoop();

return EXIT\_SUCCESS;

}

OUTPUT:

