

**LAPORAN PRAKTIKUM**  
**Prinsip Bahasa Pemrograman Functional Programming**  
**Haskell OpenGL**

*Tugas ini diajukan untuk memenuhi salah satu tugas praktikum Mata Kuliah Prinsip Bahasa Pemrograman*



**Disusun Oleh:**  
**Reka Briyan Cahya Heryana - 211524024**

**Jurusan Teknik Komputer dan Informatika**  
**Program Studi D-4 Teknik Informatika**  
**Politeknik Negeri Bandung**  
**2022**

Source Code :

```
import Graphics.UI.GLUT
import Graphics.Rendering.OpenGL

renderInWindow displayFunction = do
    (progName,_) <- getArgsAndInitialize
    createWindow progName
    windowSize $= Size 1100 600
    displayCallback $= displayFunction
    mainLoop

displayPoints points primitiveShape = do
    renderAs primitiveShape points
    flush

renderAs figure ps = renderPrimitive figure$makeVertexes ps

makeVertexes = mapM_ (\(x,y,z)->vertex$Vertex3 x y z)

mainFor primitiveShape = renderInWindow (displayMyPoints primitiveShape)

displayMyPoints primitiveShape = do
    clear [ColorBuffer]
    currentColor $= Color4 1 1 0 0
    displayPoints myPoints primitiveShape

myPoints
    = [(0/9,4.8/9,0::GLfloat)
      ,(1/9,6/9,0)
      ,(2/9,6.2/9,0)
      ,(3/9,6.4/9,0)
      ,(4/9,6.2/9,0)
      ,(5/9,6/9,0)
      ,(6/9,4.8/9,0)
      ,(6.8/9,4/9,0)
      ,(6.9/9,3/9,0)
      ,(7/9,2.5/9,0)
      ,(6.8/9,1/9,0)
      ,(6/9,0,0)
      ,(0,-6/9,0)
      ,(-0/9,4.8/9,0)
      ,(-1/9,6/9,0)
      ,(-2/9,6.2/9,0)
      ,(-3/9,6.4/9,0)
      ,(-4/9,6.2/9,0)
      ,(-5/9,6/9,0)
      ,(-6/9,4.8/9,0)]
```

```
,(-6.8/9,4/9,0)
,(-6.9/9,3/9,0)
,(-7/9,2.5/9,0)
,(-6.8/9,1/9,0)
,(-6/9,0,0)
,(0,-6/9,0)
]
```

main = mainFor Polygon

Output :

