Code:

```
#include<windows.h>
#include <GL/glut.h>
#include <stdio.h>
#include <GL/gl.h>

void init(void)
{
   glClearColor(1,1,1,1); //GLfloat red,green,blue,alpha initial value 0 alpha values used by glclear to clear the color buffers
   glMatrixMode(GL_PROJECTION);  // To specify which matrix is the current matrix & projection applies subsequent matrix to projecton matrix stack
   glLoadIdentity();
   glOrtho(0.0, 50.0, 0.0, 50.0, -1.0, 1.0);
   //gluOrtho2D(0.0,300.0,0.0,300.0); // Orthographic representation; multiply the current matrix by an orthographic matrix 2D= left right,bottom,top equivalent near=-1,far=1
}


void Draw()
{
   glClear(GL_COLOR_BUFFER_BIT);

   glColor3f( 0.78 ,0.4, 0.06);
   glBegin(GL_POLYGON);
   glVertex2i(15,0);
   glVertex2i(25,0);
   glVertex2i(35,10);
   glVertex2i(5,10);
   glEnd();

   glColor3f( 0.08 ,0.44, 0.09);
   glBegin(GL_POLYGON);
   glVertex2i(10,10);
   glVertex2i(12,10);
   glVertex2i(12,23);
   glVertex2i(10,23);

   glEnd();

   glColor3f( 0.42 ,0.1, 0.97);
   glBegin(GL_POLYGON);
   glVertex2i(12,10);
   glVertex2i(14,10);
```

```
glVertex2i(14,26);
glVertex2i(12,26);

glEnd();

glColor3f( 1 ,0, 0);
glBegin(GL_POLYGON);
glVertex2i(14,10);
glVertex2i(16,10);
glVertex2i(16,22);
glVertex2i(14,22);

glEnd();

glColor3f( 0.54,0.03, 0.53);
glBegin(GL_POLYGON);
glVertex2i(16,10);
glVertex2i(30,10);
glVertex2i(30,19);
glVertex2i(16,19);

glEnd();


glColor3f( 1 ,1, 0);
glBegin(GL_POLYGON);
glVertex2i(19,16);
glVertex2i(21,16);
glVertex2i(21,18);
glVertex2i(19,18);

glEnd();
glColor3f( 1 ,1, 0);
glBegin(GL_POLYGON);
glVertex2i(22,16);
glVertex2i(24,16);
glVertex2i(24,18);
glVertex2i(22,18);

glEnd();

glColor3f( 1 ,1, 0);
glBegin(GL_POLYGON);
glVertex2i(25,16);
```

```
    glVertex2i(27,16);
    glVertex2i(27,18);
    glVertex2i(25,18);

    glEnd();

    glColor3f( 0.97 ,0.73, 0.18);
    glBegin(GL_POLYGON);
    glVertex2i(11,26);
    glVertex2i(16,30);
    glVertex2i(14.5,30);
    glVertex2i(13,32);

    glEnd();

    glColor3f( 0.97 ,0.73, 0.18);
    glBegin(GL_POLYGON);

    glVertex2i(14.5,29);
    glVertex2i(16,30);
    glVertex2i(10,30);
    glVertex2i(15,26);
   glEnd();


// Write your Code*/


    glutSwapBuffers();
}

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


    glutInit(&argc,argv);
    glutInitDisplayMode ( GLUT_RGB | GLUT_DOUBLE );
    glutInitWindowPosition(0,0);
    glutInitWindowSize(500,500);
    glutCreateWindow("Lab Final");
    init();
    glutDisplayFunc(Draw);
    glutMainLoop();
    return 0;
```

}

Output: