#include<stdio.h>

#include<stdlib.h>

#include<gl/glut.h>

#include<string.h>

#define monitor 1

#define upbox 2

#define boxbuses 3

#define fi 4

#define keys 5

float x = -18, y = 34;

int i, flag = 0, w = 0, q = 5, r = 0, s = 0, u = 0;

float tr = 0.0, t = 0.0, t2 = 0.0, t3 = 0.0, t4 = 0.0, t1 = 0.0, t5 = 0.0;

float tr1 = 0.0;

float tr2 = 0.0;

float tr3 = 0.0;

float tr4 = 0.0;

float tr5 = 0.0;

void animated();

void anim();

void textures()

{

const char\* ptr = "CTRL pr'ss";

int len = strlen(ptr);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-32.0, -3.0, 0.0);

for (int i = 0; i < len; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_18, ptr[i]);

const char\* ptr1 = "CTRL pr'ss";

int len1 = strlen(ptr1);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(23.5, -3.0, 00.0);

for (i = 0; i < len1; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_18, ptr1[i]);

const char\* ptr2 = "DATA pr'ss";

int len2 = strlen(ptr2);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(23.5, -38, 00.0);

for (i = 0; i < len2; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_18, ptr2[i]);

const char\* ptr3 = "DATA pr'ss1";

int len3 = strlen(ptr3);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-32.0, -38, 0.0);

for (i = 0; i < len3; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_18, ptr3[i]);

const char\* ptr4 = "SERVER";

int len4 = strlen(ptr4);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(27, 40, 0.0);

for (i = 0; i < len4; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_18, ptr4[i]);

glFlush();

}

void ctrline()

{

glLineWidth(1.5);

glBegin(GL\_LINES);

glVertex3f(-22, 34.0, 10.0);

glVertex3f(-20, 34.0, 10.0);

glEnd();

}

void file()

{

glNewList(fi, GL\_COMPILE\_AND\_EXECUTE);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

glVertex2f(-17.5, 31.5);

glVertex2f(-17.5, 34.5);

glVertex2f(-16.0, 34.5);

glVertex2f(-16.0, 31.5);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-16.3, 32);

glVertex2f(-17.3, 32);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-16.3, 33);

glVertex2f(-17.2, 33);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-16.3, 34);

glVertex2f(-17.3, 34);

glEnd();

glEndList();

}

void disp()

{

//left side cpu........

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.1);

glVertex3f(-27.0, 15.0, 0.0);

glVertex3f(-19.0, 15.0, 0.0);

glVertex3f(-19.0, 40.0, 0.0);

glVertex3f(-27.0, 40.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 2.0, 4.0);

glVertex3f(-30.0, 12.0, 3.0);

glVertex3f(-22.0, 12.0, 3.0);

glVertex3f(-19.0, 15.0, 0.0);

glVertex3f(-27.0, 15.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.2, 0.4, 0.0);

glVertex3f(-30.0, 12.0, 3.0);

glVertex3f(-26.0, 15.0, 0.0);

glVertex3f(-26.0, 40.0, 0.0);

glVertex3f(-30.0, 37.0, 3.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex3f(-22.0, 12.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-19.0, 40.0, 0.0);

glVertex3f(-19.0, 15.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(-30.0, 37.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-19.0, 40.0, 0.0);

glVertex3f(-27.0, 40.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex3f(-30.0, 12.0, 3.0);

glVertex3f(-22.0, 12.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-30.0, 37.0, 0.0);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.8, 0.7, 0.6);

glVertex3f(-23.0, 33.0, 3.0);

glVertex3f(-23.0, 32.5, 3.0);

glVertex3f(-23.0, 32.5, 3.0);

glVertex3f(-23.5, 32.5, 3.0);

glVertex3f(-23.5, 32.5, 3.0);

glVertex3f(-23.5, 33.0, 3.0);

glVertex3f(-23.5, 33.0, 3.0);

glVertex3f(-23.0, 33.0, 3.0);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.7, 0.63, 0.84);

glVertex3f(-29.0, 35.0, 3.0);

glVertex3f(-23.0, 35.0, 3.0);

glVertex3f(-23.0, 35.0, 3.0);

glVertex3f(-23.0, 34.0, 3.0);

glVertex3f(-23.0, 34.0, 3.0);

glVertex3f(-29.0, 34.0, 3.0);

glVertex3f(-29.0, 34.0, 3.0);

glVertex3f(-29.0, 35.0, 3.0);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.7, 0.6, 0.8);

glVertex3f(-26.0, 19.0, 3.0);

glVertex3f(-27.0, 19.0, 3.0);

glVertex3f(-27.0, 19.0, 3.0);

glVertex3f(-27.0, 18.0, 3.0);

glVertex3f(-27.0, 18.0, 3.0);

glVertex3f(-26.0, 18.0, 3.0);

glVertex3f(-26.0, 18.0, 3.0);

glVertex3f(-26.0, 19.0, 3.0);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.5, 0.7, 0.8);

glVertex3f(-22.0, 12.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-19.0, 40.0, 3.0);

glVertex3f(-19.0, 40.0, 3.0);

glVertex3f(-19.0, 15.0, 3.0);

glVertex3f(-19.0, 15.0, 3.0);

glVertex3f(-22.0, 12.0, 3.0);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.5, 0.7, 0.8);

glVertex3f(-30.0, 37.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-19.0, 40.0, 3.0);

glVertex3f(-19.0, 40.0, 3.0);

glVertex3f(-27.0, 40.0, 3.0);

glVertex3f(-27.0, 40.0, 3.0);

glVertex3f(-30.0, 37.0, 3.0);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.5, 0.7, 0.8);

glVertex3f(-30.0, 12.0, 3.0);

glVertex3f(-22.0, 12.0, 3.0);

glVertex3f(-22.0, 12.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-22.0, 37.0, 3.0);

glVertex3f(-30.0, 37.0, 3.0);

glVertex3f(-30.0, 37.0, 3.0);

glVertex3f(-30.0, 12.0, 3.0);

glEnd();

//cpu ends.......

glNewList(monitor, GL\_COMPILE\_AND\_EXECUTE);

glBegin(GL\_POLYGON);

glColor3f(0.7, 0.65, 0.83); //stand

glVertex3f(-43.50, 26.0, -10.0);

glVertex3f(-43.50, 23.0, -10.0);

glVertex3f(-40.0, 23.0, -10.0);

glVertex3f(-40.0, 26.0, -10.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.2, 0.3, .4); //stand

glVertex2f(-44.5, 23.0);

glVertex2f(-39.0, 23.0);

glVertex2f(-39.0, 22.0);

glVertex2f(-44.5, 22.0);

glEnd();

glBegin(GL\_QUAD\_STRIP);

glColor3f(0.2, 0.3, 0.4);

glVertex2f(-48.0, 25.0);

glVertex2f(-36.0, 25.0);

glVertex2f(-36.0, 38.5);

glVertex2f(-48.0, 38.5);

glVertex2f(-48.0, 38.5);

glVertex2f(-48.0, 25.0);

glVertex2f(-36.0, 38.5);

glVertex2f(-36.0, 25.0);

glEnd();

glBegin(GL\_POLYGON); //monitor

glColor3f(0.6, 0.73, 0.83);

glVertex2f(-47.0, 26.0);

glVertex2f(-37.0, 26.0);

glVertex2f(-37.0, 38.0);

glVertex2f(-47.0, 38.0);

glEnd();

//keyboard

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.5, 0.6);

glVertex2f(-48.0, 17.0);

glVertex2f(-35.0, 17.0);

glVertex2f(-36.0, 21.0);

glVertex2f(-47.0, 21.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.6);

glVertex2f(-48.0, 17.0);

glVertex2f(-35.0, 17.0);

glVertex2f(-35.0, 16.0);

glVertex2f(-48.0, 16.0);

glEnd();

//keysssssssss

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-46.0, 17.0);

glVertex2f(-42.0, 17.0);

glVertex2f(-42.0, 17.5);

glVertex2f(-46.0, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-41.5, 17.0);

glVertex2f(-40.5, 17.0);

glVertex2f(-40.5, 17.5);

glVertex2f(-41.5, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-40, 17.0);

glVertex2f(-39, 17.0);

glVertex2f(-39, 17.5);

glVertex2f(-40, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-47.7, 17.0);

glVertex2f(-47, 17.0);

glVertex2f(-47, 17.5);

glVertex2f(-47.7, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-46.8, 17.0);

glVertex2f(-46.1, 17.0);

glVertex2f(-46.1, 17.5);

glVertex2f(-46.8, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-47.6, 17.7);

glVertex2f(-46.3, 17.7);

glVertex2f(-46.3, 17.5);

glVertex2f(-47.6, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-47.6, 17.7);

glVertex2f(-46.3, 17.7);

glVertex2f(-46.3, 18.5);

glVertex2f(-47.6, 18.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-45.8, 17.7);

glVertex2f(-44.8, 17.7);

glVertex2f(-44.8, 18.3);

glVertex2f(-45.8, 18.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-44.3, 17.7);

glVertex2f(-43.3, 17.7);

glVertex2f(-43.3, 18.3);

glVertex2f(-44.3, 18.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-42.8, 17.7);

glVertex2f(-41.8, 17.7);

glVertex2f(-41.8, 18.3);

glVertex2f(-42.8, 18.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-42.3, 17.7);

glVertex2f(-41.3, 17.7);

glVertex2f(-41.3, 18.3);

glVertex2f(-42.3, 18.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-40.8, 17.7);

glVertex2f(-39.8, 17.7);

glVertex2f(-39.8, 18.3);

glVertex2f(-40.8, 18.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-47.2, 18.6);

glVertex2f(-46.1, 18.6);

glVertex2f(-46.1, 19.3);

glVertex2f(-47.2, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-45.5, 18.6);

glVertex2f(-44.5, 18.6);

glVertex2f(-44.5, 19.3);

glVertex2f(-45.5, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-44, 18.6);

glVertex2f(-43, 18.6);

glVertex2f(-43, 19.3);

glVertex2f(-44, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-42.5, 18.6);

glVertex2f(-41.5, 18.6);

glVertex2f(-41.5, 19.3);

glVertex2f(-42.5, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-41, 18.6);

glVertex2f(-40, 18.6);

glVertex2f(-40, 19.3);

glVertex2f(-41, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-39.5, 18.6);

glVertex2f(-38.5, 18.6);

glVertex2f(-38.5, 19.3);

glVertex2f(-39.5, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-46.8, 19.6);

glVertex2f(-45.8, 19.6);

glVertex2f(-45.8, 20.3);

glVertex2f(-46.8, 20.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-45.3, 19.6);

glVertex2f(-44.3, 19.6);

glVertex2f(-44.3, 20.3);

glVertex2f(-45.3, 20.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-43.8, 19.6);

glVertex2f(-42.8, 19.6);

glVertex2f(-42.8, 20.3);

glVertex2f(-43.8, 20.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-42.3, 19.6);

glVertex2f(-41.3, 19.6);

glVertex2f(-41.3, 20.3);

glVertex2f(-42.3, 20.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-40.8, 19.6);

glVertex2f(-39.8, 19.6);

glVertex2f(-39.8, 20.3);

glVertex2f(-40.8, 20.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-39.3, 19.6);

glVertex2f(-38.6, 19.6);

glVertex2f(-38.6, 20.3);

glVertex2f(-39.3, 20.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-38, 17);

glVertex2f(-37, 17);

glVertex2f(-37, 17.5);

glVertex2f(-38, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-36.5, 17);

glVertex2f(-35.5, 17);

glVertex2f(-35.5, 17.5);

glVertex2f(-36.5, 17.5);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-38, 17.7);

glVertex2f(-37, 17.7);

glVertex2f(-37, 18.3);

glVertex2f(-38, 18.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-36.5, 17.7);

glVertex2f(-35.5, 17.7);

glVertex2f(-35.5, 18.3);

glVertex2f(-36.5, 18.3);

glEnd();

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-38, 18.6);

glVertex2f(-37, 18.6);

glVertex2f(-37, 19.3);

glVertex2f(-38, 19.3);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex2f(-36.5, 18.6);

glVertex2f(-35.5, 18.6);

glVertex2f(-35.5, 19.3);

glVertex2f(-36.5, 19.3);

glEnd();

//key endssssssssss

glBegin(GL\_POLYGON); //SCREEN

glColor3f(0.0, 0.0, 0.3);

glVertex2f(-46.5, 27.0);

glVertex2f(-37.5, 27.0);

glVertex2f(-37.5, 37.0);

glVertex2f(-46.5, 37.0);

glEnd();

glEndList();

//server starts.....................

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.1);

glVertex3f(25.0, 20.0, 0.0);

glVertex3f(40.0, 17.0, 0.0);

glVertex3f(40.0, 42.0, 0.0);

glVertex3f(25.0, 45.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.2, 0.4, 0.0);

glVertex3f(25.0, 20.0, 0.0);

glVertex3f(40.0, 17.0, 0.0);

glVertex3f(20.0, 15.0, 5.0);

glVertex3f(35.0, 12.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(1.0, 0.4, 0.4);

glVertex3f(25.0, 20.0, 0.0);

glVertex3f(25.0, 45.0, 0.0);

glVertex3f(20.0, 40.0, 5.0);

glVertex3f(20.0, 15.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex3f(20.0, 40.0, 5.0);

glVertex3f(25.0, 45.0, 0.0);

glVertex3f(20.0, 40.0, 5.0);

glVertex3f(20.0, 15.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex3f(20.0, 40.0, 5.0);

glVertex3f(25.0, 45.0, 0.0);

glVertex3f(40.0, 42.0, 0.0);

glVertex3f(35.0, 37.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex3f(35.0, 12.0, 5.0);

glVertex3f(35.0, 37.0, 5.0);

glVertex3f(40.0, 42.0, 0.0);

glVertex3f(40.0, 17.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.0, 0.0, 0.0);

glVertex3f(20.0, 15.0, 5.0);

glVertex3f(35.0, 12.0, 5.0);

glVertex3f(35.0, 37.0, 5.0);

glVertex3f(20.0, 40.0, 5.0);

glEnd();

//lines at the front and side

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(20.0, 40.0, 5.0);

glVertex3f(20.0, 37.0, 5.0);

glVertex3f(35.0, 34.0, 5.0);

glVertex3f(35.0, 37.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(40.0, 39.0, 0.0);

glVertex3f(40.0, 42.0, 0.0);

glVertex3f(35.0, 37.0, 5.0);

glVertex3f(35.0, 34.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(20.0, 36.0, 5.0);

glVertex3f(20.0, 33.0, 5.0);

glVertex3f(35.0, 30.0, 5.0);

glVertex3f(35.0, 33.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(40.0, 38.0, 0.0);

glVertex3f(40.0, 35.0, 0.0);

glVertex3f(35.0, 30.0, 5.0);

glVertex3f(35.0, 33.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(20.0, 32.0, 5.0);

glVertex3f(20.0, 29.0, 5.0);

glVertex3f(35.0, 26.0, 5.0);

glVertex3f(35.0, 29.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(40.0, 31.0, 0.0);

glVertex3f(40.0, 34.0, 0.0);

glVertex3f(35.0, 29.0, 5.0);

glVertex3f(35.0, 26.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(20.0, 28.0, 5.0);

glVertex3f(20.0, 25.0, 5.0);

glVertex3f(35.0, 22.0, 5.0);

glVertex3f(35.0, 25.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(40.0, 27.0, 0.0);

glVertex3f(40.0, 30.0, 0.0);

glVertex3f(35.0, 25.0, 5.0);

glVertex3f(35.0, 22.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(20.0, 24.0, 5.0);

glVertex3f(20.0, 21.0, 5.0);

glVertex3f(35.0, 18.0, 5.0);

glVertex3f(35.0, 21.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(40.0, 23.0, 0.0);

glVertex3f(40.0, 26.0, 0.0);

glVertex3f(35.0, 21.0, 5.0);

glVertex3f(35.0, 18.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(20.0, 20.0, 5.0);

glVertex3f(20.0, 15.0, 5.0);

glVertex3f(35.0, 12.0, 5.0);

glVertex3f(35.0, 17.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.3, 0.3);

glVertex3f(40.0, 17.0, 0.0);

glVertex3f(40.0, 22.0, 0.0);

glVertex3f(35.0, 17.0, 5.0);

glVertex3f(35.0, 12.0, 5.0);

glEnd();

//Buses

glEnable(GL\_BLEND);

glColor4f(0.6, 0.7, 0.8, 0.6);

glBegin(GL\_QUAD\_STRIP);

glVertex2f(-19.0, 35.0);

glVertex2f(-19.0, 33.0);

glVertex2f(20.0, 35.0);

glVertex2f(20.0, 33.0);

glEnd();

glBegin(GL\_QUAD\_STRIP);

glVertex2f(-19.0, 16.0);

glVertex2f(-19.0, 20.0);

glVertex2f(20.0, 16.0);

glVertex2f(20.0, 20.0);

glEnd();

glDisable(GL\_BLEND);

//server ends

//upbox

glNewList(upbox, GL\_COMPILE\_AND\_EXECUTE);

glBegin(GL\_POLYGON);

glColor3f(0.6, 0.5, 0.4);

glVertex3f(25.0, 2.0, 0.0);

glVertex3f(25.0, -3.0, 0.0);

glVertex3f(35.0, -3.0, 0.0);

glVertex3f(35.0, 2.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.4, 0.5, 0.3);

glVertex3f(23.0, -5.0, 5.0);

glVertex3f(33.0, -5.0, 5.0);

glVertex3f(25.0, -3.0, 0.0);

glVertex3f(25.0, -3.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.4, 0.5, 0.3);

glVertex3f(25.0, 2.0, 0.0);

glVertex3f(25.0, -3.0, 0.0);

glVertex3f(23.0, -5.0, 5.0);

glVertex3f(23.0, 0.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.7, 0.8, 0.6);

glVertex3f(23.0, 0.0, 5.0);

glVertex3f(33.0, 0.0, 5.0);

glVertex3f(35.0, 2.0, 0.0);

glVertex3f(25.0, 2.0, 0.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.7, 0.7, 0.6);

glVertex3f(33.0, 0.0, 5.0);

glVertex3f(33.0, -5.0, 5.0);

glVertex3f(35.0, -3.0, 0.0);

glVertex3f(35.0, 2.0, 5.0);

glEnd();

glBegin(GL\_POLYGON);

glColor3f(0.3, 0.5, 0.4);

glVertex3f(23.0, -5.0, 5.0);

glVertex3f(33.0, -5.0, 5.0);

glVertex3f(33.0, 0.0, 5.0);

glVertex3f(23.0, 0.0, 5.0);

glEnd();

glEndList();

glPushMatrix();

glScalef(0.0, 0.5, 0.0);

glCallList(2);

glPopMatrix();

glPushMatrix();

glTranslatef(-55.0, 0.0, 0.0);

glCallList(2);

glPopMatrix();

glPushMatrix();

glTranslatef(-55.0, -35.0, 0.0);

glCallList(2);

glPopMatrix();

glPushMatrix();

glTranslatef(0.0, -35.0, 0.0);

glCallList(2);

glPopMatrix();

//buses for boxes

glNewList(boxbuses, GL\_COMPILE\_AND\_EXECUTE);

glEnable(GL\_BLEND);

glColor4f(0.6, 0.7, 0.8, 0.5);

glBegin(GL\_QUAD\_STRIP);

glVertex2f(-22.0, -1.0);

glVertex2f(-22.0, -5.0);

glVertex2f(23.0, -1.0);

glVertex2f(23.0, -5.0);

glEnd();

glDisable(GL\_BLEND);

glEndList();

glPushMatrix();

glTranslatef(0.0, -35.0, 0.0);

glCallList(3);

glPopMatrix();

}

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT/\*|GL\_DEPTH\_BUFFER\_BIT\*/);

//glRotatef(90,1.0,1.0,1.0);

glPushMatrix();

glColor3f(1.0, 1.0, 0.0);

glTranslatef(0.0 + tr, 0.0, 10.0);

ctrline();

glPopMatrix();

glPushMatrix();

glColor3f(0.0, 1.0, 0.0);

glTranslatef(47.0 - tr1, 0.0, 10.0);

ctrline();

glPopMatrix();

glPushMatrix();

glColor3f(1.0, 0.0, 1.0);

glTranslatef(-3.0 + tr2, -15.0, 10.0);

file();

glPopMatrix();

glPushMatrix();

glTranslatef(-5.0 + tr2, -15.0, 0.0);

glCallList(fi);

glPopMatrix();

glPushMatrix();

glTranslatef(-7.0 + tr2, -15.0, 0.0);

glCallList(fi);

glPopMatrix();

glPushMatrix();

glTranslatef(-9.0 + tr2, -15.0, 0.0);

glCallList(fi);

glPopMatrix();

glLineWidth(.1);

//R E T R I E V E A    D A T A

if (flag == 1)

{

glPushMatrix();

glTranslatef(-5.0 + t, -36.5, 0.0);

glColor3f(1.0, 1.0, 1.0);

ctrline();

glPopMatrix();

glPushMatrix();

glTranslatef(41.0 - t1, -71, 0.0);

glCallList(fi);

glPopMatrix();

glPushMatrix();

if (flag == 1 && r < 5)r++;

glTranslatef(r, r, 0);

const char\* ptr7 = "RETR";

int len7 = strlen(ptr7);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-18, 0, 0.0);

for (int i = 0; i < len7; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr7[i]);

glPopMatrix();

//glutIdleFunc(animate);

}

// S T O R E S   D A T A

if (flag == 2)

{

glPushMatrix();

glTranslatef(-6.0 + t2, -36.5, 0.0);

glColor3f(1.0, 1.0, 1.0);

ctrline();

glPopMatrix();

glPushMatrix();

glTranslatef(-5 + t3, -71, 0.0);

glCallList(fi);

glPopMatrix();

glPushMatrix();

if (flag == 2 && s < 5) s++;

glTranslatef(s, s, 0);

const char\* ptr7 = "STR";

int len7 = strlen(ptr7);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-18, 0, 0.0);

for (i = 0; i < len7; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr7[i]);

glPopMatrix();

//glutIdleFunc(animate);

}

//L I S T  D A T A

if (flag == 3)

{

glPushMatrix();

glTranslatef(-4.0 + t4, -36.5, 0.0);

glColor3f(1.0, 1.0, 1.0);

ctrline();

glPopMatrix();

glPushMatrix();

glTranslatef(41.0 - t5, -71, 0.0);

glCallList(fi);

glPopMatrix();

glPushMatrix();

if (flag == 3 && u < 5) u++;

glTranslatef(u, u, 0);

const char\* ptr8 = "LIST";

int len8 = strlen(ptr8);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-18, 0, 0.0);

for (int i = 0; i < len8; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr8[i]);

glPopMatrix();

//glutIdleFunc(animate);

}

//glEnable(GL\_BLEND);

disp();

//glDisable(GL\_BLEND);

textures();

if (tr1 >= 48)

{

const char\* ptr6 = "DATA";

int len6 = strlen(ptr6);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-46, 32, 0.0);

for (int i = 0; i < len6; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr6[i]);

//textures("DATA SENT",-45,32,0.0,);

}

if (tr2 >= 48)

{

const char\* ptr7 = "DATA SENT";

int len7 = strlen(ptr7);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-46, 32, 0.0);

for (int i = 0; i < len7; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr7[i]);

//textures("DATA SENT",-45,32,0.0,);

}

//glPopMatrix();

glPushMatrix();

if (w < 5) w++;

glTranslatef(w, w, 0);

const char\* ptr5 = "COMMANDS";

int len5 = strlen(ptr5);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(-18, 34, 0.0);

for (int i = 0; i < len5; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr5[i]);

glPopMatrix();

glPushMatrix();

if (tr >= 43 && w >= 5 && q > 2)q--;

glTranslatef(q, q, 0);

const char\* ptr6 = "RESPONSE";

int len6 = strlen(ptr6);

glColor3f(1.0, 0.0, 0.0);

glRasterPos3f(10, 27, 0.0);

for (i = 0; i < len6; i++)

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, ptr6[i]);

glPopMatrix();

glutSwapBuffers();

glFlush();

}

void init()

{

glClearColor(0.4, 0.2, 0.1, 0.0);

glOrtho(-50, 50, -50, 50, -50, 50);

}

void animate()

{

if (tr < 48)

tr += 0.2;

else if (tr >= 48 && tr1 < 48)

tr1 += 0.2;

else if (tr1 >= 48 && tr2 < 48)

tr2 += 0.1;

else if (tr2 >= 48 && tr3 < 48)

tr3 += 0.1;

glutPostRedisplay();

}

void anim()

{

if (t < 53)

t += 0.2;

else if (t >= 53 && t1 < 53)

t1 += 0.2;

//S T O R E

else if (t2 < 53)

t2 += 0.2;

else if (t2 >= 53 && t3 < 53)

t3 += 0.2;

//L I S T

else if (t4 < 53)

t4 += 0.2;

else if (t4 >= 53 && t5 < 53)

t5 += 0.2;

glutPostRedisplay();

}

void mymenu(int id)

{

switch (id)

{

case 1: glutIdleFunc(animate);

break;

case 2:flag = 1;

glutIdleFunc(anim);

break;

case 3: flag = 2;

glutIdleFunc(anim);

break;

case 4: flag = 3;

glutIdleFunc(anim);

break;

case 5:exit(0);

}

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB/\*|GLUT\_DEPTH\*/);

glutInitWindowSize(1000, 1000);

glutInitWindowPosition(0, 0);

glutCreateWindow("server");

glutDisplayFunc(display);

//glRotatef(90,1,0,0);

//glutFullScreen(();

glutCreateMenu(mymenu);

glutAddMenuEntry("START", 1);

glutAddMenuEntry("START 1:RETRIVE", 2);

glutAddMenuEntry("START 2:STORE", 3);

glutAddMenuEntry("START 3:LIST", 4);

glutAddMenuEntry("EXIT", 5);

glutAttachMenu(GLUT\_RIGHT\_BUTTON);

glBlendFunc(GL\_SRC\_ALPHA, GL\_DST\_ALPHA);

init();

glutMainLoop();

return 0;

}