#include <GL/glut.h>

void house()

{

//house start from here

// GL\_TRIANGLES

glBegin(GL\_TRIANGLES); // write shape u want to create

glVertex3f(0.0, .3, 0);

glVertex3f(-0.5, 0, 0);

glVertex3f(0.5, 0, 0);

glEnd();

// Quads - room

glColor3f(2, 1, 1); //this will set a color of the square.

glBegin(GL\_QUADS); // write shape u want to create

glVertex3f(-0.4, 0, 0.0); // v1

glVertex3f(-0.4, -0.5, 0.0); // v2

glVertex3f(0.4, -0.5, 0.0); // v3

glVertex3f(0.4, 0, 0.0);

glEnd();

// Quads - door

glColor3f(0, 0.2, 0.5); //this will set a color of the square.

glBegin(GL\_QUADS); // write shape u want to create

glVertex3f(-0.1, -0.1, 0.0); // v1

glVertex3f(-0.1, -0.5, 0.0); // v2

glVertex3f(0.1, -0.5, 0.0); // v3

glVertex3f(0.1, -0.1, 0.0); // v4

glEnd();

// Quads - leftWindow

glColor3f(0.6, 0.2, 0.5); //this will set a color of the square.

glBegin(GL\_QUADS); // write shape u want to create

glVertex3f(-0.25, -0.1, 0.0); // v1

glVertex3f(-0.25, -0.2, 0.0); // v2

glVertex3f(-0.15, -0.2, 0.0); // v3

glVertex3f(-0.15, -0.1, 0.0); // v4

glEnd();

// Quads - rightWindow

glColor3f(0.6, 0.2, 0.5); //this will set a color of the square.

glBegin(GL\_QUADS); // write shape u want to create

glVertex3f(0.25, -0.1, 0.0); // v1

glVertex3f(0.25, -0.2, 0.0); // v2

glVertex3f(0.15, -0.2, 0.0); // v3

glVertex3f(0.15, -0.1, 0.0); // v4

glEnd();

//stair start from here

int i,color=1;

float x1 = (-0.3), y1 = (-0.5), x2 = (0.3), y2 = (-0.6);

for(i=0;i<3;i++,x1+=0.1,x2-=0.1,y1-=0.1,y2-=0.1)

{

if(color==1)

{/\*\*< \*/

glColor3f(1.0, 0, 0.5);

color = 0;

}

else

{

glColor3f(1.0, 1, 0.5);

color = 1;

}

glBegin(GL\_QUADS); // write shape u want to create

glVertex3f(x1, y1, 0.0); // v1

glVertex3f(x1, y2, 0.0); // v2

glVertex3f(x2, y2, 0.0); // v3

glVertex3f(x2, y1, 0.0); // v4

glEnd();

}

}