// geomeryDraw.cpp.cpp : Defines the entry point for the console application.

//

//#include "stdafx.h"

#include <GL/glut.h>

// function declaration

void house(void);

void chessBoard(void);

void star(void);

void shapes(void) {

glColor3f(1.0, 1, 0.5); //this will set a color of the square.

//house();

//chessBoard();

star();

}

void display (void) {

// clearing the window with black color, 1st 3 parameter are for R,G,B. last one for opacity

glClearColor (0.0,0.0,0.0,1.0);

glClear (GL\_COLOR\_BUFFER\_BIT);

glLoadIdentity();

//viewing transformation

//glulookat() positions the camera towards the object

//camera position, camera target, upvector

gluLookAt (0.0, 0.0, 5.0, 0.0, 0.0, 0.0, 0.0, 1.0, 0.0);

shapes();

glFlush();

}

void reshape (int w, int h) {

// 1st 2 parameters for lower left corner of the viewport rectangle. the default is 0,0

// the next coordinates are width and hight of the viewport

//Set the viewport to be the entire window

glViewport (0, 0, (GLsizei)w, (GLsizei)h);

// setting the camera

glMatrixMode (GL\_PROJECTION);

glLoadIdentity ();

//perspective transform

//gluPerspective (30, (GLfloat)w / (GLfloat)h, 1.0, 100.0);

gluPerspective (30, 1, 1.0, 100.0);

glMatrixMode (GL\_MODELVIEW); //switch back the the model editing mode.

}

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

glutInit (&argc, argv);

glutInitDisplayMode (GLUT\_SINGLE); // single buffering.. (double buffering for animation)

// full screen is 1000,1000

// this 0,0 or 1000,1000 are world co ordinates

glutInitWindowSize (700, 700);

glutInitWindowPosition (100, 100);

glutCreateWindow ("A basic OpenGL Window");

// registering callback functions

glutDisplayFunc (display);

glutReshapeFunc (reshape);

glutMainLoop ();

return 0;

}