Table of Contents

CONTENTS Pa ABSTRACT ACKNOWLEDGEMENT		Page No.	
		I	
		П	
1.	INTRODUCTION	1	
	1.1. Overview	1	
	1.2. Problem Statement	1	
	1.3. Motivation	1	
	1.4. Computer Graphics	2	
	1.5. OpenGL	2	
	1.6. Applications of Computer Graphics	4	
2.	LITERATURE SURVEY	6	
	2.1. History of Computer Graphics	6	
	2.2. Related Work	7	
3.	SYSTEM REQUIREMENTS	10	
	3.1. Software Requirements	10	
	3.2. Hardware Requirements	10	
4.	SYSTEM DESIGN	11	
	4.1. Proposed System	11	
	4.2. Flowchart	13	
5.	IMPLEMENTATION	14	
	5.1. Module Description	14	
	5.2. High Level Code	15	
6.	RESULTS	27	
7.	CONCLUSION AND FUTURE ENHANCEMENT	'S 30	
BIBLIOGRAPHY 3			

List of Figures

Figure No.	Figure Name	Page No.
Figure 1.1	Illustration of OpenGL Architecture	4
Figure 4.2	Flowchart of the proposed system	13
Figure 6.1	Start page of the Application	27
Figure 6.2	Encryption and Decryption process	27
Figure 6.3	Client Server Architecture	28
Figure 6.4	Handshake process	28
Figure 6.5	Download data from server using TCP	29
Figure 6.6	Upload data to server using UDP	29