

# TABLE OF CONTENTS

• ACKNOWLEDGEMENT	I
• ABSTRACT	II
• LIST OF FIGURES	III
1. INTRODUCTION -----	1
1.1 Objective of the Project	
2. HISTORICAL REVIEW -----	2-4
2.1 History of Client Server Architecture	
2.2 History of Computer Graphics	
2.3 History of OpenGL	
3. REQUIREMENT SPECIFICATION -----	5-7
3.1 System Requirement	
3.1.1 Hardware Constraints	
3.2.2 Software Constraints	
3.2 Development Environment	
4. SYSTEM DESIGN -----	8-9
4.1 Flow Chart	
4.2 User Controls	
5. SYSTEM IMPLEMENTATION -----	10-24
5.1 OpenGL Libraries	
5.2 OpenGL Primitives	
5.3 Header Files	
5.4 Functions	
5.5 Source Code	
6. RESULTS -----	25-26
7. CONCLUSION -----	27
• BIBILOGRAPHY -----	28