

Chapter no.	TABLE OF CONTENTS	Page no.
•	ACKNOWLEDGEMENT	I
•	ABSTRACT	II
•	LIST OF FIGURES	III
1.	INTRODUCTION 1.1 Objective of the Project	1
2.	LITERATURE REVIEW 2.1 History of Client Server Architecture 2.2 History of Computer Graphics 2.3 History of OpenGL	2-4
3.	REQUIREMENT SPECIFICATION 3.1 System Requirement 3.1.1 Hardware Constraints 3.2.2 Software Constraints 3.2 Development Environment	5-7
4.	SYSTEM DESIGN 4.1 Flow Chart of the Project 4.2 User Controls	8-9
5.	SYSTEM IMPLEMENTATION 5.1 OpenGL Libraries 5.2 OpenGL Primitives 5.3 Header Files 5.4 Functions 5.5 Source Code	10-24
6.	RESULTS	25-26
7.	CONCLUSION	27
•	BIBLIOGRAPHY	28