## **CONTENTS**

1. INTRODUCTION		1-4
	1.1 What is OpenGL?	1
	1.2 What is GLUT?	1
	1.3 How does OpenGL work?	1
	1.4 How can we use GLUT?	2
	1.5 OpenGL rendering pipelining	3
2. HARDWARE AND	SOFTWARE REQUIREMENTS	5
	2.1 Hardware Requirements	5
	2.2 Software Requirements	5
3. PROJECT DESIGN		7
4. PROJECT IMPLEMENTATION		7-12
	4.1 Header Files	7
	4.2 Functions Used	8
	4.3 APIs Used	9
	4.3.1 glut APIs	9
	4.3.2 gl APIs	11
5. SAMPLE CODE		13-41
6. OUTPUT		42-44
7. COST ESTIMATION		45-46
8. CONCLUSION		47
9. REFERENCES		7/
		48

## LIST OF FIGURES

Sl. No. Figure Name	Pg No.
1.Figure 1.1:Order of operations	4
2.Figure 6.1: Front page	32
3.Figure 6.2:padlock in locked state	32
<b>4.Figure 6.3:</b> Padlock in unlocked state	33
<b>5.Figure 6.4:</b> Pattern lock in locked state	33
<b>6.Figure 6.5:</b> Pattern lock in unlocked state	34