#include "pch.h"

#include <windows.h>

#include <GL/glut.h>

float y = 0;

void display() {

glClearColor(1.0f, 1.0f, 1.0f, 1.0f);

glClear(GL\_COLOR\_BUFFER\_BIT);

////////////////////////////SOLID-CONE////

glPushMatrix();

glLoadIdentity();

glRotatef(30, 1, 0, 0);

glRotatef(y, 0, 1, 0);

glRotatef(90, 1, 0, 0);

glColor3f(0, 0, 1);

glutSolidCone(0.2, 0.3 , 15, 15);

glPopMatrix();

////////////////Cube////////////

glPushMatrix();

glLoadIdentity();

glRotatef(30, 1, 0, 0);

glTranslatef(0, 0.1, 0);

glRotatef(y, 0, 1, 0);

glRotatef(0.1, 0, y , 0);

glColor3f(1,0,0);

glutWireCube(0.20);

glPopMatrix();

glPushMatrix();

glLoadIdentity();

glRotatef(30, 1, 0, 0);

glRotatef(y, 0, 1, 0);

glRotatef(90, 1, 0, 0);

glColor3f(0, 1, 0);

glutWireTorus(0.1, 0.2, 15, 15);

glPopMatrix();

glFlush();

}

void myinit()

{

glMatrixMode(GL\_PROJECTION);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB | GLUT\_DEPTH);

glLoadIdentity();

glOrtho(-1, 1, -1, 1, -1, 1);

glMatrixMode(GL\_MODELVIEW);

}

void mtimerFunc(int value)

{

y += 3 ;

glutPostRedisplay();

glutTimerFunc(50, mtimerFunc, 110);

glutSwapBuffers();

}

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

glutInit(&argc, argv);

glutInitWindowSize(500, 500);

glutInitWindowPosition(50, 50);

glutCreateWindow("Yasir's-S2");

glutDisplayFunc(display);

glutTimerFunc(50, mtimerFunc, 0);

myinit();

glutMainLoop();

return 0;

}

