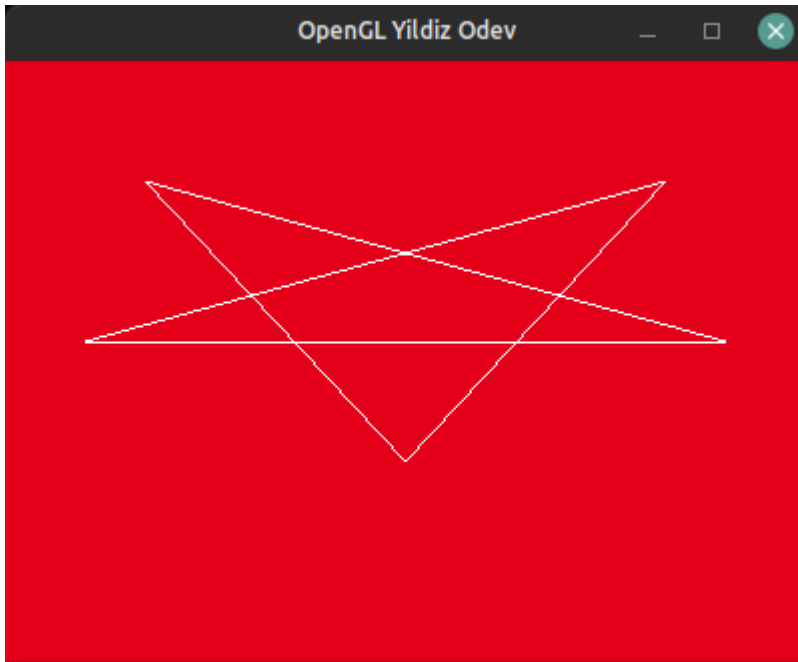


031990037 Zekeriya AY - Bilgisayar Grafikleri Ödev 1



```
// main.cpp

#include <stdio.h>
// #include <tchar.h>
#include <GL/glut.h> // GLUT, includes glu.h and gl.

void init(void) {
    glClearColor(0.9, 0.0, 0.1, 0.0); // set display window color to white
    glMatrixMode(GL_PROJECTION);      // set projection parameters
    gluOrtho2D(0, 200, 0, 150);
}

void lineSegment(void) {
    glClear(GL_COLOR_BUFFER_BIT); // Clear the color buffer

    glBegin(GL_LINE_LOOP);
    glColor3f(1.0f, 1.0f, 1.0f); // set line segment color to green

    glVertex2i(20, 80);
    glVertex2i(165, 120);
    glVertex2i(100, 50);
    glVertex2i(35, 120);
    glVertex2i(180, 80);

    glEnd();

    glFlush(); // process all openGL routines as quickly as possible
}

int main(int argc, char *argv[]) {
    glutInit(&argc, (char **)argv); // Initialize GLUT
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB); // set display mode
```

```
    glutInitWindowPosition(50, 100);           // Position the window's
initial top-left corner
    glutInitWindowSize(400, 300);             // Set the window's
initial width & height
    glutCreateWindow("OpenGL Yildiz Odev");    // Create a window with
the given title
    init();                                    // Execute initialization
procedure
    glutDisplayFunc(lineSegment);             // Register display
callback handler for window re-paint
    glutMainLoop();                           // Enter the infinitely
event-processing loop
    return 0;
}
```

Kaynakça

[khronos.org/opengl/wiki/Primitive](https://www.khronos.org/opengl/wiki/Primitive)