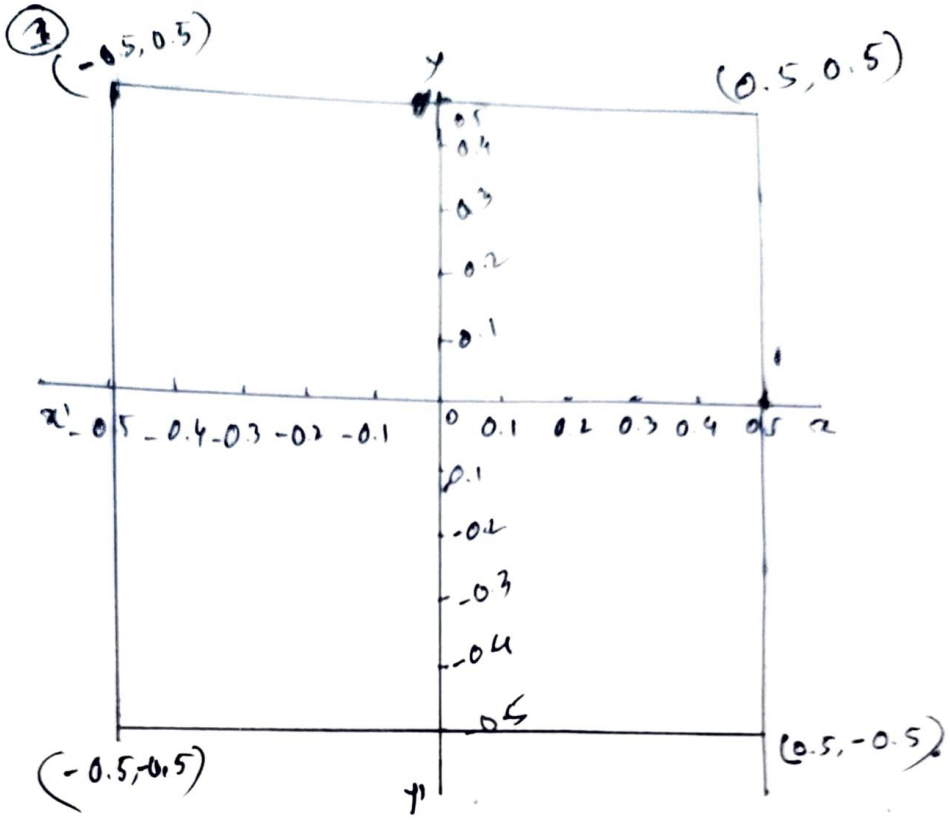
Lab Taks-1

Question-

Draw the object-

Graph Plot (Picture)-

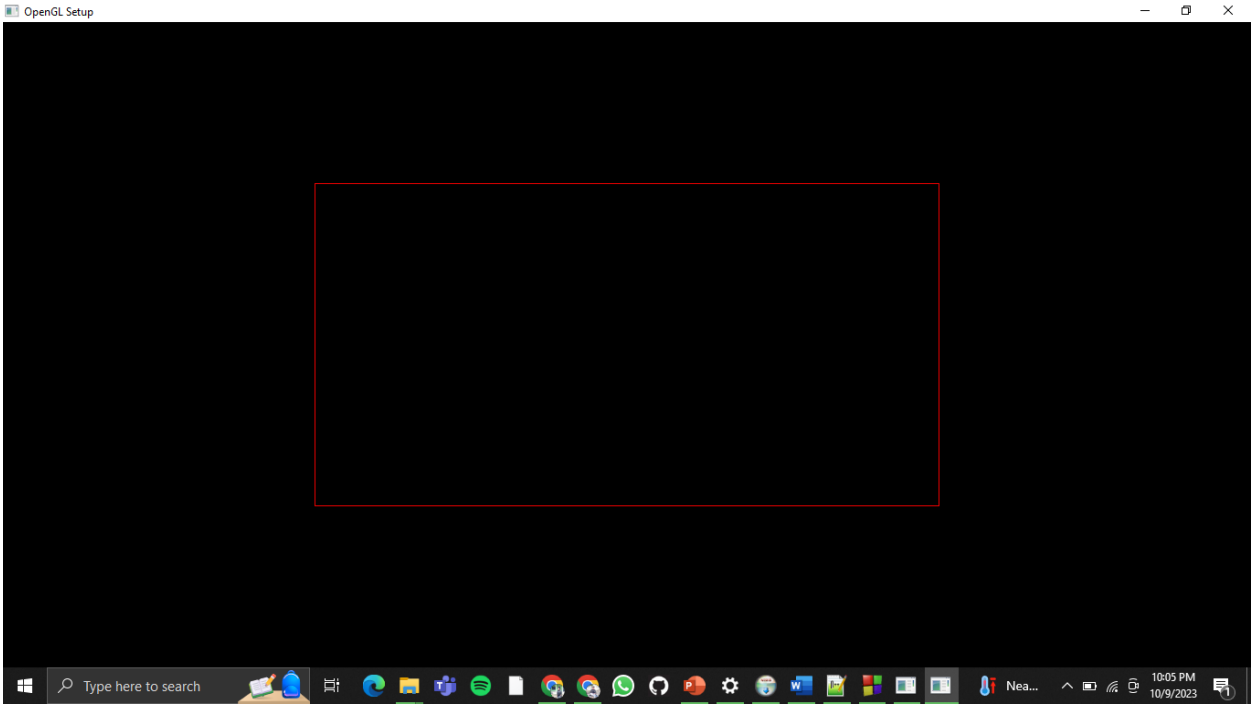


Code-

```
#include <windows.h>
#include <GL/glut.h>

void display() {
glClearColor(0.0f, 0.0f, 0.0f, 0.95f);
glClear(GL_COLOR_BUFFER_BIT);
//glLineWidth(3.5);

glBegin(GL_LINES);
glColor3f(0.95f, 0.0f, 0.0f);


glVertex2f(-0.5f, -0.5f);

glVertex2f( 0.5f, -0.5f);

glVertex2f( 0.5f,  0.5f);

glVertex2f(-0.5f,  0.5f);


glVertex2f(0.5f, -0.5f);

glVertex2f( 0.5f, 0.5f);

glVertex2f( -0.5f,  0.5f);

glVertex2f( -0.5f,  -0.5f);

glEnd();

glFlush();
}

int main(int argc, char** argv) {
glutInit(&argc, argv);
glutCreateWindow("OpenGL Setup");
glutInitWindowSize(320, 320);
glutInitWindowPosition(50, 50);
glutDisplayFunc(display);
glutMainLoop();
return 0;
```

}

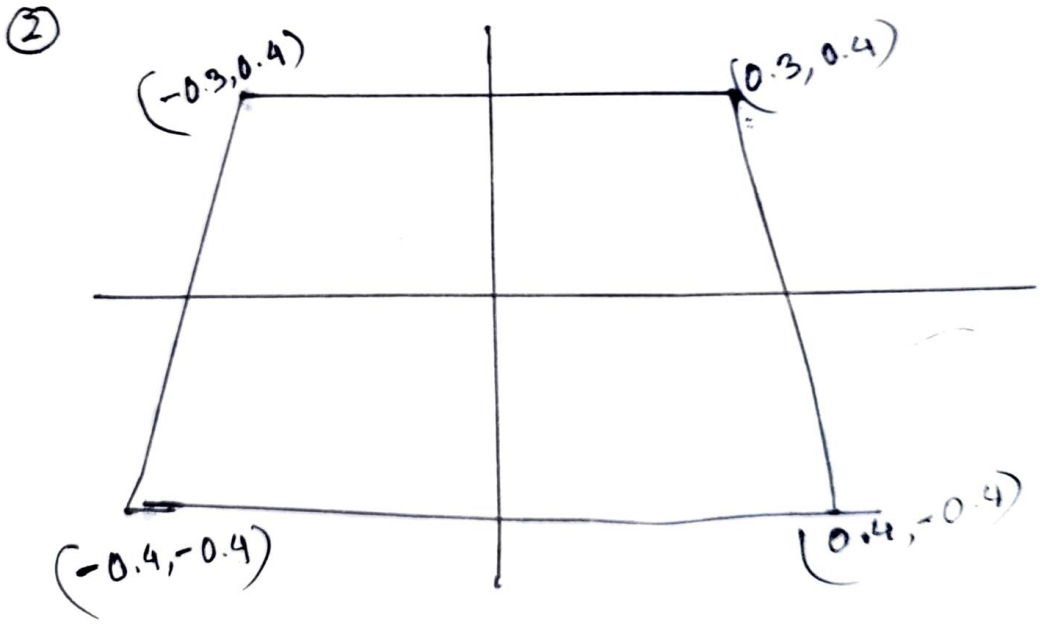
Output Screenshot (Full Screen)-



Question-

Draw the object-

Graph Plot (Picture)-

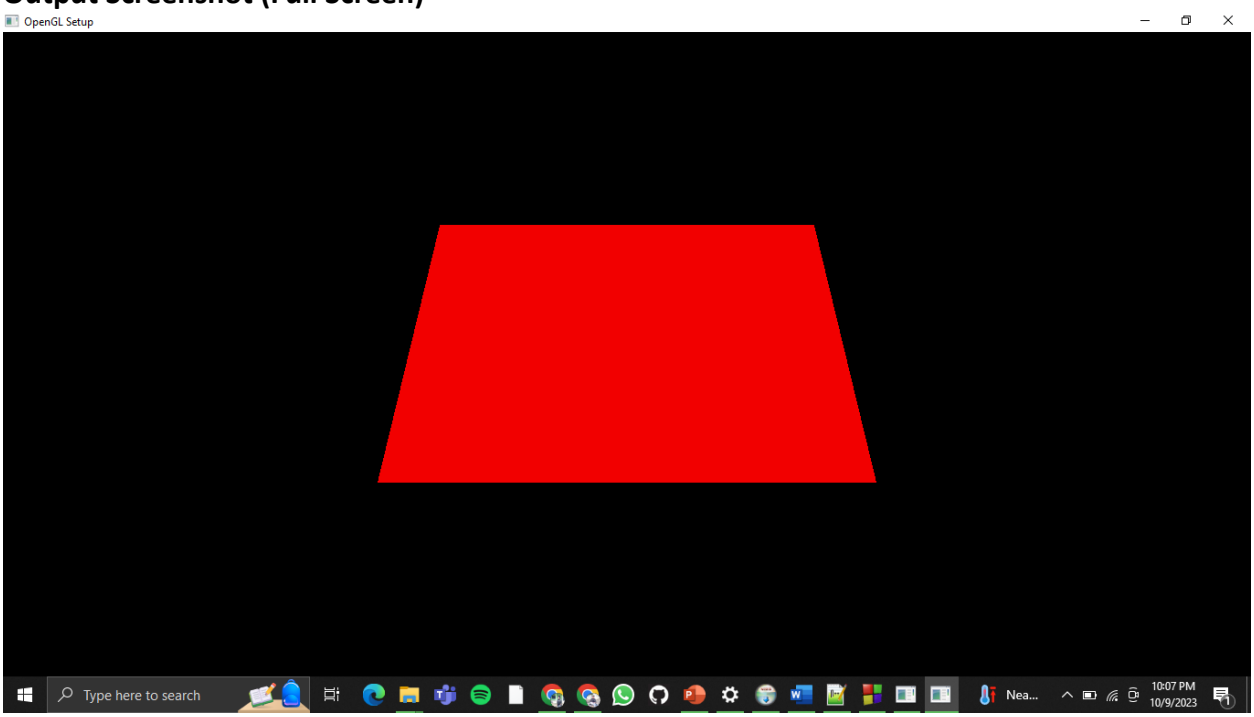


Code-

```
#include <windows.h>
#include <GL/glut.h>

void display() {
glClearColor(0.0f, 0.0f, 0.0f, 0.95f);
glClear(GL_COLOR_BUFFER_BIT);
glLineWidth(3.5);6

glBegin(GL_QUADS);
glColor3f(0.95f, 0.0f, 0.0f);


glVertex2f(0.3f, 0.4f);
glVertex2f( -0.3f, 0.4f);

glVertex2f( -0.3f, 0.4f);
glVertex2f(-0.4f,  -0.4f);
```

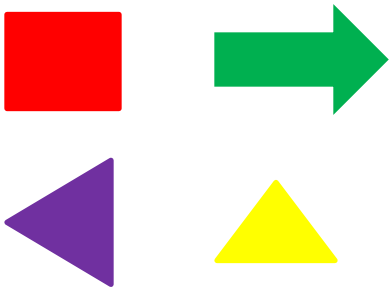
```
glVertex2f(-0.4f,  -0.4f);
glVertex2f(0.4f, -0.4f);


glVertex2f(0.4f, -0.4f);
glVertex2f( 0.3f,  0.4f);


glEnd();

glFlush();
}

int main(int argc, char** argv) {
glutInit(&argc, argv);
glutCreateWindow("OpenGL Setup");
glutInitWindowSize(320, 320);
//glutInitWindowPosition(50, 50);
glutDisplayFunc(display);
glutMainLoop();
return 0;
}
```

Output Screenshot (Full Screen)-

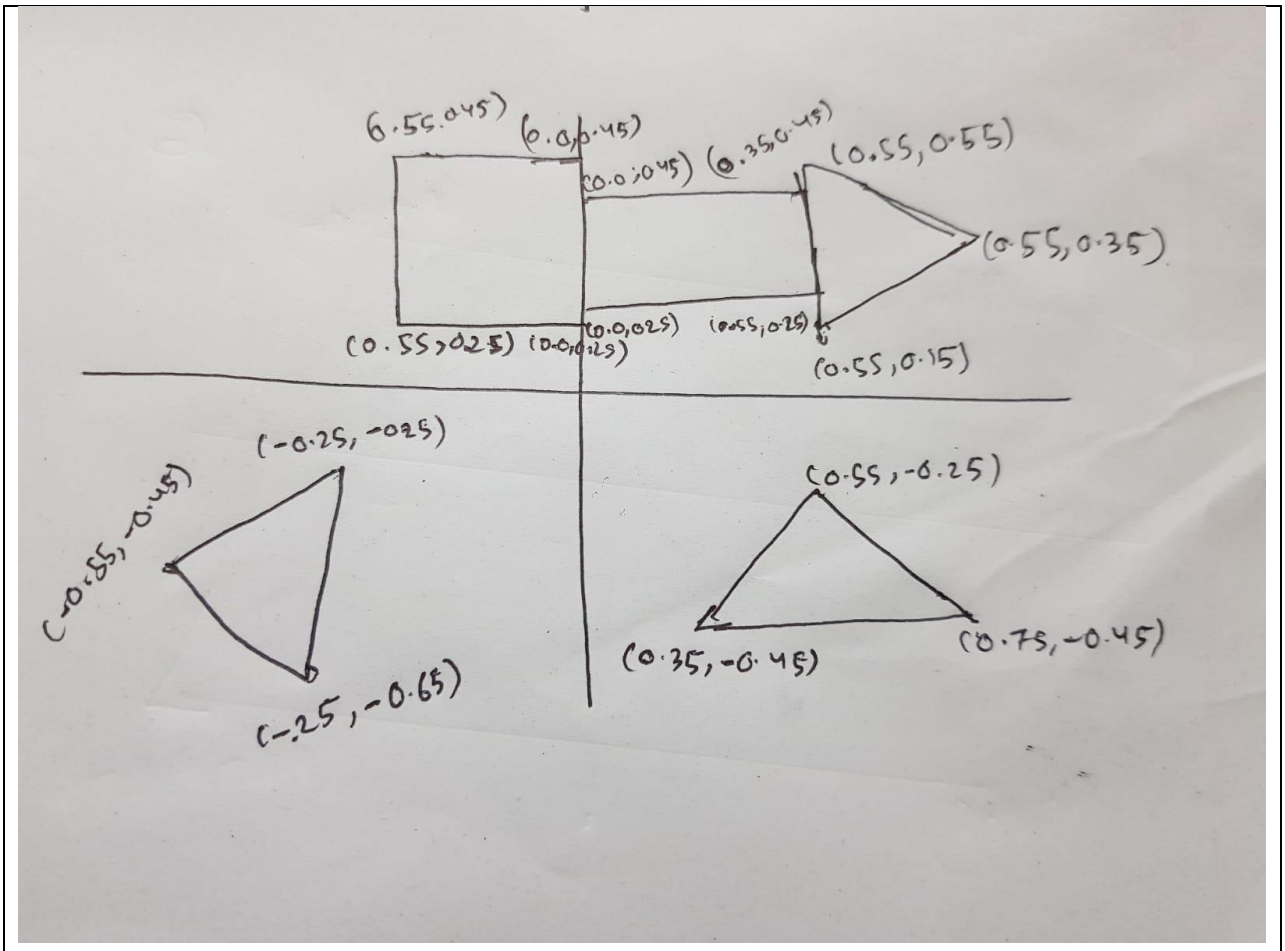


Question-

Draw the object-



Graph Plot (Picture)-



Code-

```
#include <windows.h>
#include <GL/glut.h>


void display()
{
  glClearColor(0.9f, 0.9f, 0.9f, 0.0f);



   glClear(GL_COLOR_BUFFER_BIT);
   glLineWidth(10);


   glBegin(GL_QUADS);
   glColor3f(0.0f, 0.5f, 0.0f);

   glVertex2f(0.0f,0.45f);
```

```
    glVertex2f(0.55f,0.45f);
    glVertex2f(0.55f,0.25f);
    glVertex2f(0.0f,0.25f);


    glColor4f(1.0f, 0.0f, 0.0f, 0.0f);

    glVertex2f(-0.65f,0.55f);
    glVertex2f(-0.25f,0.55f);
    glVertex2f(-0.25f,0.15f);
    glVertex2f(-0.65f,0.15f);

    glEnd();


    glBegin(GL_TRIANGLES);
    glColor3f(0.0f, 0.5f, 0.0f);

    glVertex2f(0.55f,0.55f);
    glVertex2f(0.55f,0.15f);
    glVertex2f(0.85f,0.35f);


    glColor4f(1.0f, 1.0f, 0.0f, 0.0f);

    glVertex2f(0.55f,-0.25f);
    glVertex2f(0.35f,-0.45f);
    glVertex2f(0.75f,-0.45f);


    glColor3f(0.5f, 0.0f, 0.5f);

    glVertex2f(-0.25f,-0.25f);
    glVertex2f(-0.25f,-0.65f);
    glVertex2f(-0.55f,-0.45f);

    glEnd();

    glFlush();
}
```

```
int main(int argc, char** argv)
{
   glutInit(&argc, argv);
   glutCreateWindow("OpenGL Setup");
   glutInitWindowSize(320, 320);
   //glutInitWindowPosition(50, 50);
   glutDisplayFunc(display);
   glutMainLoop();
   return 0;
}
```

Output Screenshot (Full Screen)-