/\*Program to draw mountain

by Arun B Kovattu on 25/09/2015\*/

#include<iostream>

#include<GL/glut.h>

using namespace std;

void House();

void mountain(void)

{

glColor3f(.205,.135,.065);

glBegin(GL\_TRIANGLES);

glVertex2f(20,150);

glVertex2f(100,450);

glVertex2f(180,150);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2f(160,150);

glVertex2f(260,450);

glVertex2f(360,150);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2f(340,150);

glVertex2f(580,450);

glVertex2f(640,150);

glEnd();

glFlush();

House();

}

void House()

{

glColor3f(0.913,0.745,0.745);

glBegin(GL\_TRIANGLES);

glVertex2f(20,50);

glVertex2f(50,100);

glVertex2f(80,50);

glEnd();

glBegin(GL\_POLYGON);

glVertex2f(20,50);

glVertex2f(80,50);

glVertex2f(80,10);

glVertex2f(20,10);

glEnd();

glFlush();

}

void reshape(int w, int h)

{

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

gluOrtho2D(0,640,0,480);

}

void Init()

{

glClearColor(1.0,1.0,1.0,1.0);

glClear(GL\_COLOR\_BUFFER\_BIT);

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

glColor3f(0,0,0);

gluOrtho2D(0,640,0,480);

}

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

{

glutInit(&argc,argv);

glutCreateWindow("Mountain and house");

Init();

glutDisplayFunc(mountain);

glPushMatrix();

glTranslatef(415,233,0);

glScalef(.5,.5,0);

glRotatef(55,0,0,1);

House();

glPopMatrix();

glPushMatrix();

glutReshapeFunc(reshape);

glTranslatef(400,0,0);

glScalef(1.5,1.5,0);

House();

glPopMatrix();

glutReshapeFunc(reshape);

glutMainLoop();

return 0;

}