

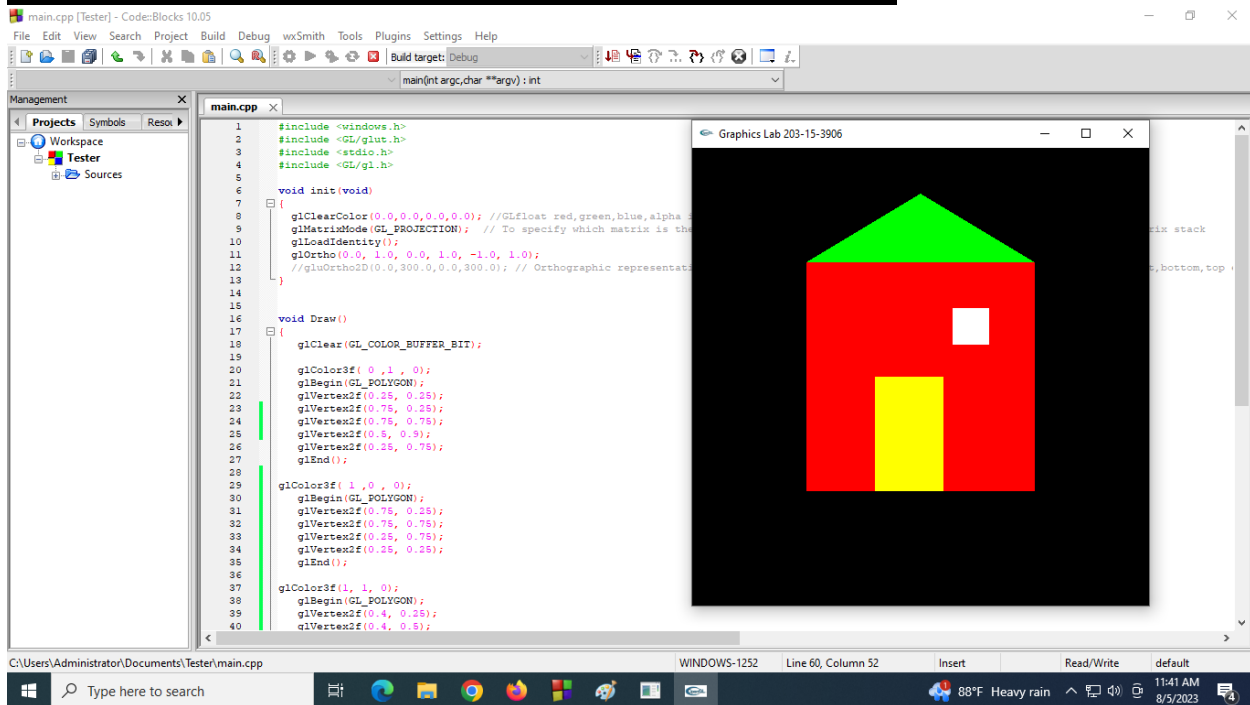
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Section : 57_PC-D

Course : Computer Graphics Lab

Lab Report : 01



Code :

```
#include <windows.h>
```

```

#include <GL/glut.h>
#include <stdio.h>
#include <GL/gl.h>

void init(void)
{
    glClearColor(0.0,0.0,0.0,0.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);
}

void Draw()
{
    glClear(GL_COLOR_BUFFER_BIT);
    glColor3f( 0 ,1 , 0);
    glBegin(GL_POLYGON);
    glVertex2f(0.25, 0.25);
    glVertex2f(0.75, 0.25);
    glVertex2f(0.75, 0.75);
    glVertex2f(0.5, 0.9);
    glVertex2f(0.25, 0.75);
    glEnd();

    glColor3f( 1 ,0 , 0);
    glBegin(GL_POLYGON);
    glVertex2f(0.75, 0.25);
    glVertex2f(0.75, 0.75);
    glVertex2f(0.25, 0.75);
    glVertex2f(0.25, 0.25);
    glEnd();

    glColor3f(1, 1, 0);
    glBegin(GL_POLYGON);
    glVertex2f(0.4, 0.25);
    glVertex2f(0.4, 0.5);
    glVertex2f(0.55, 0.5);
    glVertex2f(0.55, 0.25);
    glEnd();

    glColor3f(1, 1, 1);
    glBegin(GL_POLYGON);
    glVertex2f(0.57, 0.57);
    glVertex2f(0.65, 0.57);

```

```
    glVertex2f(0.65, 0.65);
    glVertex2f(0.57, 0.65);
    glEnd();

glutSwapBuffers();
}

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

    glutInit(&argc, argv);
    glutInitDisplayMode ( GLUT_RGB | GLUT_DOUBLE );
    glutInitWindowPosition(0,0);
    glutInitWindowSize(500,500);
    glutCreateWindow("Graphics Lab 203-15-3906");
    init();
    glutDisplayFunc(Draw);
    glutMainLoop();
    return 0;
}
```