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#include<GL/glut.h>
void teapot(GLfloat x,GLfloat y,GLfloat z)
{
    glPushMatrix();
    glTranslatef(x, y, z);
    glutSolidTeapot(0.1);
    glPopMatrix();
}
void tableTop(GLfloat x, GLfloat y, GLfloat z)
{
    glPushMatrix();
    glTranslatef(x, y, z);
    glScalef(0.6, 0.02, 0.5);
    glutSolidCube(1);
    glPopMatrix();
}
void tableLeg(GLfloat x, GLfloat y, GLfloat z)
{
    glPushMatrix();
    glTranslatef(x, y, z);
    glScalef(0.02, 0.3, 0.02);
    glutSolidCube(1);
    glPopMatrix();
}
void wall(GLfloat x, GLfloat y, GLfloat z)
{
    glPushMatrix();
    glTranslatef(x, y, z);
    glScalef(1, 1, 0.02);
    glutSolidCube(1);
    glPopMatrix();
}
void light()
{
    GLfloat mat_ambient[] = {1, 1, 1, 1};
    GLfloat mat_diffuse[] = {0.5, 0.5, 0.5, 1};
    GLfloat mat_specular[] = {1, 1, 1, 1};
    GLfloat mat_shininess[] = {50.0f};

    glMaterialfv(GL_FRONT, GL_AMBIENT, mat_ambient);
    glMaterialfv(GL_FRONT, GL_DIFFUSE, mat_diffuse);
    glMaterialfv(GL_FRONT, GL_SPECULAR, mat_specular);
    glMaterialfv(GL_FRONT, GL_SHININESS, mat_shininess);

    GLfloat light_position[] = {2, 6, 3, 1};
    GLfloat light_intensity[] = {0.7, 0.7, 0.7, 1};
    glLightfv(GL_LIGHT0, GL_POSITION, light_position);
    glLightfv(GL_LIGHT0, GL_DIFFUSE, light_intensity);
}
void display()
{
    GLfloat teapotP = -0.07, tabletopP = -0.15, tablelegP = 0.2, wallP = 0.5;
    glClear(GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT);
    glLoadIdentity();

    gluLookAt(-2, 2, 5, 0, 0, 0, 0, 1, 0);

    light(); //Adding light source to your project

    teapot(0, teapotP, 0); //Create teapot

    tableTop(0, tabletopP, 0); //Create table's top

    tableLeg(tablelegP, -0.3, tablelegP); //Create 1st leg
    tableLeg(-tablelegP, -0.3, tablelegP); //Create 2nd leg
    tableLeg(-tablelegP, -0.3, -tablelegP); //Create 3rd leg
    tableLeg(tablelegP, -0.3, -tablelegP); //Create 4th leg

    wall(0, 0, -wallP); //Create 1st wall
    glRotatef(90, 1, 0, 0);

    wall(0, 0, wallP); //Create 2nd wall

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    glRotatef(90, 0, 1, 0);

    wall(0, 0, wallP); //Create 3rd wall
    glFlush();
}
void myinit()
{
    glClearColor(0, 0, 0, 1);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    glOrtho(-1, 1, -1, 1, -1, 10);
    glMatrixMode(GL_MODELVIEW);
}
int main(int argc, char **argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB|GLUT_DEPTH);
    glutInitWindowSize(500, 500);
    glutInitWindowPosition(0, 0);
    glutCreateWindow("Teapot on a table");

    myinit();

    glutDisplayFunc(display);

    glEnable(GL_LIGHTING);
    glEnable(GL_LIGHT0);

    glShadeModel(GL_SMOOTH);

    glEnable(GL_NORMALIZE);
    glEnable(GL_DEPTH_TEST);

    glutMainLoop();
}

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