#include <GL/glut.h>

float rt = 0.0f;

void init(int Width, int Height)

{

glClearColor(1.0f, 1.0f, 1.0f, 1.0f);

glMatrixMode(GL\_PROJECTION);

gluPerspective(45.0f,(GLfloat)Width/(GLfloat)Height,0.1f,50.0f);

glMatrixMode(GL\_MODELVIEW);

}

float ballX = -0.5f;

float ballY = 0.0f;

float ballZ = 0.0f;

void Draw()

{

glClear(GL\_COLOR\_BUFFER\_BIT | GL\_DEPTH\_BUFFER\_BIT);

glLoadIdentity();

glTranslatef(rt,0.0f,-6.0f);

glBegin(GL\_POLYGON);

glColor3f(1.0f,0.0f,0.0f);

glVertex3f(-1.0f, 1.0f, 0.0f);

glVertex3f(0.4f, 1.0f, 0.0f);

glVertex3f(1.0f, 0.4f, 0.0f);

glColor3f(0.0f,1.0f,0.0f);

glVertex3f( 1.0f,0.0f, 0.0f);

glColor3f(0.0f,0.0f,1.0f);

glVertex3f(-1.0f,0.0f, 0.0f);

glEnd();

glColor3f(0.0, 1.0, 0.0);

glTranslatef(ballX,ballY,ballZ);

glutSolidSphere (0.3, 20, 20);

glTranslatef(ballX+1.5,ballY,ballZ);

glutSolidSphere (0.3, 20, 20);

rt+=0.005f;

if(rt>2)

rt=-2.0f;

glutSwapBuffers();

}

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

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_RGBA | GLUT\_SINGLE );

glutInitWindowSize(640, 480);

glutInitWindowPosition(0, 0);

glutCreateWindow("Moving Car");

glutDisplayFunc(Draw);

glutIdleFunc(Draw);

init(640,480);

glutMainLoop();

return 0;

}