#include <Windows.h>

#include<glew.h>

#include <gl/GL.h>

#include<gl/GLU.h>

#include<glut.h>

#include <iostream>

void display();

void reshape(int , int);

void init() {

glClearColor(0.0, 0.0, 0.0, 1.0);

}

int main(int argc, char\*\* args) {

glutInit(&argc, args);

glutInitDisplayMode(GLUT\_RGB);

glutInitWindowPosition(200, 100);

glutInitWindowSize(500, 500);

glutCreateWindow("tania 27452");

glutDisplayFunc(display);

glutReshapeFunc(reshape);

init();

glutMainLoop();

}

void display() {

glClear(GL\_COLOR\_BUFFER\_BIT);

glLoadIdentity();

glBegin(GL\_POLYGON);

//for body of butterfly

glColor3f(1.0,0.0,0.0);

glVertex2f(2, 7);

glVertex2f(-2, 7);

glVertex2f(-2, -7);

glVertex2f(2, -7);

glEnd();

glPointSize(10.0);

glBegin(GL\_POINTS);

// for eyez of butterfly

glColor3f(0.0, 0.0, 0.0);

glVertex2f(1, 5);

glVertex2f(-1, 5);

glEnd();

glBegin(GL\_POLYGON);

//for upper wings of butterfly

glColor3f(0.0, 1.0, 0.0);

glVertex2f(-10, 8);

glVertex2f(-2, 4);

glVertex2f(-9, 2);

glEnd();

glBegin(GL\_POLYGON);

//for inner part of upper left wing of butterfly

glColor3f(1.0, 1.0, 0.0);

glVertex2f(-9, 6.5);

glVertex2f(-3, 4);

glVertex2f(-8, 3);

glEnd();

glBegin(GL\_POLYGON);

//for upper wings of butterfly

glColor3f(0.0,1.0,0.0);

glVertex2f(10, 8);

glVertex2f(2, 4);

glVertex2f(9, 2);

glEnd();

glBegin(GL\_POLYGON);

//for inner part of upper right wing of butterfly

glColor3f(1.0, 1.0, 0.0);

glVertex2f(9, 6.5);

glVertex2f(3, 4);

glVertex2f(8, 3);

glEnd();

glBegin(GL\_POLYGON);

//for lower wings of butterfly

glColor3f(0.0, 0.1, 0.0);

glVertex2f(-8, -4);

glVertex2f(-2, 4);

glVertex2f(-5, -9);

glEnd();

glBegin(GL\_POLYGON);

//for inner part of lower left wing of butterfly

glColor3f(1.0, 1.0, 0.0);

glVertex2f(-7, -4);

glVertex2f(-2.6, 3);

glVertex2f(-5.3, -8);

glEnd();

glBegin(GL\_POLYGON);

//for lower wings of butterfly

glColor3f(0.0, 1.0, 0.0);

glVertex2f(8, -4);

glVertex2f(2, 4);

glVertex2f(5, -9);

glEnd();

glBegin(GL\_POLYGON);

//for inner part of lower left wing of butterfly

glColor3f(0., 0.0, 0.9);

glVertex2f(7, -4);

glVertex2f(2.6, 3);

glVertex2f(5.3, -8);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.3, 0.4, 0.5);

// for signal1 of butterfly

glVertex2f(-1, 7);

glVertex2f(-1, 9);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.1, 0.2, 0.3);

// for signal2 of butterfly

glVertex2f(1, 7);

glVertex2f(1, 9);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.3, 0.4, 0.7);

// for medium line of signal one

glVertex2f(-1 , 9);

glVertex2f( -2 ,9);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.1, 0.1, 0.5);

// for small1 line of signal one

glVertex2f(-2, 9 );

glVertex2f(-2, 8);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.6, 0.4, 0.67);

// for small1 line of signal one

glVertex2f(-2, 8);

glVertex2f(-1.7, 8);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.8, 0.5, 0.8);

// for medium line of signal two

glVertex2f(1, 9);

glVertex2f(2, 9);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.5, 0.0, 0.5);

// for small1 line of signal two

glVertex2f(2, 9);

glVertex2f(2, 8);

glEnd();

glBegin(GL\_LINES);

glColor3f(0.9, 0.5, 0.0);

// for small1 line of signal two

glVertex2f(2, 8);

glVertex2f(1.7, 8);

glEnd();

glFlush();

}

void reshape(int w , int h) {

glViewport(0, 0, (GLsizei)w, (GLsizei)h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(-10, 10, -10, 10);

glMatrixMode(GL\_MODELVIEW);

}

Output

