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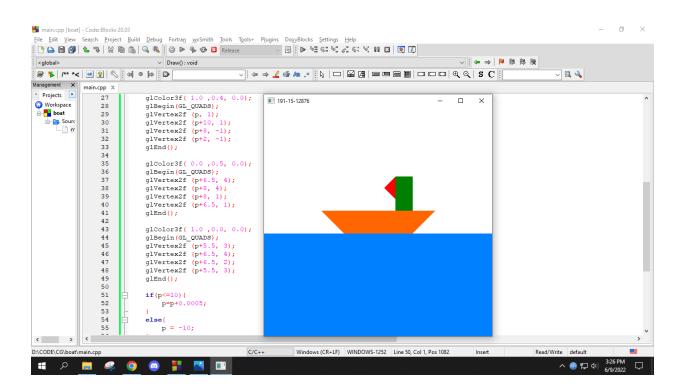
191-15-12876

Section K

Source Code:

#include<windows.h>

#include <GL/glut.h>

#include <stdio.h>

#include <GL/gl.h>

float p = -10;

void init(void){

   glClearColor(1.0,1.0,1.0,0.0);

   glMatrixMode(GL_PROJECTION);

```
    glLoadIdentity();

    glOrtho(-10.0, 10.0, -10.0, 10.0, -10.0, 10.0);

  //gluOrtho2D(0.0,300.0,0.0,300.0);

}



void Draw(){

    glClear(GL_COLOR_BUFFER_BIT);


    glColor3f( 0.0 ,0.5, 1.0);

    glBegin(GL_POLYGON);

    glVertex2f (-10, -1);

    glVertex2f (10, -1);

    glVertex2f (10, -10);

    glVertex2f (-10, -10);

    glEnd();


    glColor3f( 1.0 ,0.4, 0.0);

    glBegin(GL_QUADS);

    glVertex2f (p, 1);

    glVertex2f (p+10, 1);

    glVertex2f (p+8, -1);

    glVertex2f (p+2, -1);

    glEnd();


    glColor3f( 0.0 ,0.5, 0.0);

    glBegin(GL_QUADS);

    glVertex2f (p+6.5, 4);

    glVertex2f (p+8, 4);
```

```c
        glVertex2f (p+8, 1);

        glVertex2f (p+6.5, 1);

        glEnd();


        glColor3f( 1.0 ,0.0, 0.0);

        glBegin(GL_QUADS);

        glVertex2f (p+5.5, 3);

        glVertex2f (p+6.5, 4);

        glVertex2f (p+6.5, 2);

        glVertex2f (p+5.5, 3);

        glEnd();


        if(p<=10){

            p=p+0.0005;

        }
        else{

            p = -10;

        }


        glutPostRedisplay();

        glutSwapBuffers();

}


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

    glutInit(&argc,argv);

    glutInitDisplayMode ( GLUT_RGB | GLUT_DOUBLE );

    glutInitWindowPosition(0,0);

    glutInitWindowSize(500,500);

    glutCreateWindow("191-15-12876");
```

```
    init();

    glutDisplayFunc(Draw);

    glutMainLoop();

    return 0;

}
```