Lab2Tri (1).c

```
#include
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GLfloat R,px,py;

void Draw()
{
glClear(GL_COLOR_BUFFER_BIT);

glColor3f(0,0,1);
glBegin(GL_LINE_LOOP);
glVertex2f(0.1,0.4);
glVertex2f(0.7,0.4);
glVertex2f(0.4,0.8);
glEnd();

glLoadIdentity();

glTranslatef(px,py,0);
glRotatef(R,0,0,1);
glTranslatef(-px,-py,0);

glColor3f(1,0,0);
glBegin(GL_LINE_LOOP);
glVertex2f(0.1,0.4);
glVertex2f(0.7,0.4);
glVertex2f(0.4,0.8);
glEnd();

glFlush();
}

int main(int argC,char *argV[])
{
printf("\nEnter the Rotation Reference Point [Pivot Point] : ");
scanf("%f%f",&px,&py);
printf("\n\nEnter the Rotation Degree : ");
scanf("%f",&R);
glutInit(&argC,argV);
glutInitDisplayMode(GLUT_RGB|GLUT_SINGLE);
glutInitWindowPosition(0,0);
glutInitWindowSize(500,500);
glutCreateWindow("Triangle Rotation");
glutDisplayFunc(Draw);
glutMainLoop();
return 0;
}
```