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//write a program that draw's a text Welcome to car racing game

//programmed by Gaddisa O. 2015

#include<GL/glut.h>

#include<string.h>

void init(){

    glMatrixMode(GL_PROJECTION);

    glLoadIdentity();

    gluOrtho2D(0,640,480,0);

}

void disp()

{

    glClearColor(1,1,1,0);

    glClear(GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT);

    glColor3f(0,0,0);

    glRasterPos2f(150,200);

    char *string="Welcome to car racing game";

    int len = strlen(string);

    for (int i = 0; i < len; i++)

    {

        glutBitmapCharacter(GLUT_BITMAP_TIMES_ROMAN_24, string[i]);

    }

    glutSwapBuffers();

}

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

```

```
//glutInit(&argc,argv);  
glutInitDisplayMode(GLUT_DOUBLE|GLUT_RGB|GLUT_DEPTH);  
glutInitWindowSize(640,480);  
glutCreateWindow("Bitmap character");  
init();  
glutDisplayFunc(dispatch);  
glutMainLoop();  
return 0;  
}
```