ID :201-15-3160

PROJECT: Make small project based on basic shape.

Code:

```
#include<windows.h>
#include <GL/glut.h>
#include <stdio.h>
#include <GL/gl.h>

void init(void)
{
  glClearColor(0.0,0.0,0.0,0.0); //GLfloat red,green,blue,alpha initial value 0 alpha values used
by glclear to clear the color buffers
  glMatrixMode(GL_PROJECTION);  // To specify which matrix is the current matrix & projection
applies subsequent matrix to projecton matrix stack
  glLoadIdentity();
  glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);
  //gluOrtho2D(0.0,300.0,0.0,300.0); // Orthographic representation; multiply the current matrix
by an orthographic matrix 2D= left right,bottom,top equivalent near=-1,far=1
}


void Draw(){
  glClear(GL_COLOR_BUFFER_BIT);

  glBegin(GL_QUADS);
    glColor3f(0.82, 0.41, 0.11); // Set the color to red

    glVertex2f(0.4, 0.0); // Set the first vertex
    glVertex2f(0.42, 0.0); // Set the second vertex
    glVertex2f(0.25, 0.14); // Set the third vertex
    glVertex2f(0.23, 0.13); // Set the fourth vertex


    glVertex2f(0.25, 0.14); // Set the first vertex
    glVertex2f(0.27, 0.21); // Set the second vertex
    glVertex2f(0.25, 0.2); // Set the third vertex
    glVertex2f(0.23, 0.13); // Set the fourth vertex

    glVertex2f(0.27, 0.21); // Set the first vertex
    glVertex2f(0.0, 0.32); // Set the second vertex
    glVertex2f(0.0, 0.3); // Set the third vertex
```

```
glVertex2f(0.25, 0.2); // Set the fourth vertex

 glVertex2f(0.75, 0.0); // Set the first vertex
glVertex2f(0.65, 0.15); // Set the second vertex
glVertex2f(0.63, 0.15); // Set the third vertex
glVertex2f(0.73, 0.0); // Set the fourth vertex


 glVertex2f(0.65, 0.15); // Set the first vertex
glVertex2f(0.73, 0.21); // Set the second vertex
glVertex2f(0.71, 0.21); // Set the third vertex
glVertex2f(0.63, 0.15); // Set the fourth vertex



 glVertex2f(0.73, 0.21); // Set the first vertex
glVertex2f(0.6, 0.3); // Set the second vertex
glVertex2f(0.58, 0.3); // Set the third vertex
glVertex2f(0.71, 0.21); // Set the fourth vertex



 glVertex2f(0.6, 0.3); // Set the first vertex
glVertex2f(0.7, 0.4); // Set the second vertex
glVertex2f(0.68, 0.4); // Set the third vertex
glVertex2f(0.58, 0.3); // Set the fourth vertex


 glVertex2f(0.7, 0.4); // Set the first vertex
glVertex2f(0.57, 0.48); // Set the second vertex
glVertex2f(0.57, 0.46); // Set the third vertex
glVertex2f(0.68, 0.4); // Set the fourth vertex



 glVertex2f(0.57, 0.48); // Set the first vertex
glVertex2f(0.0, 0.52); // Set the second vertex
glVertex2f(0.0, 0.5); // Set the third vertex
glVertex2f(0.57, 0.46); // Set the fourth vertex

glColor3f(0.49, 1.0, 0.0); // Set the color to red
glVertex2f(0.0, 0.0); // Set the first vertex
glVertex2f(0.4, 0.0); // Set the second vertex
glVertex2f(0.23, 0.13); // Set the third vertex
```

```
 glVertex2f(0.0, 0.13); // Set the fourth vertex

 glVertex2f(0.23, 0.13); // Set the first vertex
 glVertex2f(0.25, 0.2); // Set the second vertex
 glVertex2f(0.0, 0.3); // Set the third vertex
 glVertex2f(0.0, 0.13); // Set the fourth vertex

  glColor3f(0.54, 0.27, 0.07); // Set the color to red
 glVertex2f(0.08, 0.1); // Set the first vertex
 glVertex2f(0.13, 0.1); // Set the second vertex
 glVertex2f(0.15, 0.15); // Set the third vertex
 glVertex2f(0.11, 0.15); // Set the fourth vertex

  glVertex2f(0.15, 0.15); // Set the third vertex
 glVertex2f(0.16, 0.2); // Set the fourth vertex
 glVertex2f(0.12, 0.2); // Set the third vertex
 glVertex2f(0.11, 0.15); // Set the fourth vertex

   glVertex2f(0.16, 0.2); // Set the third vertex
 glVertex2f(0.16, 0.41); // Set the fourth vertex
 glVertex2f(0.12, 0.41); // Set the third vertex
 glVertex2f(0.12, 0.2); // Set the fourth vertex


 glColor3f(0.49, 1.0, 0.0); // Set the color to red
 glVertex2f(0.0, 0.52); // Set the third vertex
 glVertex2f(1.0, 0.5); // Set the fourth vertex
 glVertex2f(1.0, 0.67); // Set the third vertex
 glVertex2f(0.0, 0.67); // Set the fourth vertex

 glColor3f(0.49, 1.0, 0.0); // Set the color to red
 glVertex2f(0.75, 0.0); // Set the third vertex
 glVertex2f(1.0, 0.0); // Set the fourth vertex
 glVertex2f(1.0, 0.5); // Set the third vertex
 glVertex2f(0.75, 0.5); // Set the fourth vertex



glEnd();

glBegin(GL_TRIANGLES);
 glColor3f(0.49, 1.0, 0.0); // Set the color to red
 glVertex2f(0.0, 0.52); // Set the first vertex
 glVertex2f(1.0, 0.45); // Set the second vertex
```

```
    glVertex2f(1.0, 0.5); // Set the third vertex

  glEnd();

  glBegin(GL_TRIANGLES);
    glColor3f(0.49, 1.0, 0.0); // Set the color to red
    glVertex2f(0.57, 0.48); // Set the first vertex
    glVertex2f(0.75, 0.37); // Set the second vertex
    glVertex2f(0.75, 0.5); // Set the third vertex


    glColor3f(0.49, 1.0, 0.0); // Set the color to red
    glVertex2f(0.6, 0.3); // Set the first vertex
    glVertex2f(0.75, 0.2); // Set the second vertex
    glVertex2f(0.7, 0.4); // Set the third vertex


     glColor3f(0.49, 1.0, 0.0); // Set the color to red
    glVertex2f(0.75, 0.2); // Set the first vertex
    glVertex2f(0.8, 0.4); // Set the second vertex
    glVertex2f(0.7, 0.4); // Set the third vertex

    glColor3f(0.49, 1.0, 0.0); // Set the color to red
    glVertex2f(0.75, 0.0); // Set the first vertex
    glVertex2f(0.78, 0.25); // Set the second vertex
    glVertex2f(0.65, 0.15); // Set the third vertex



  glEnd();

  glBegin(GL_QUADS);
    glColor3f(0.95, 0.64, 0.37); // Set the color to red

glVertex2f(0.76, 0.05); // Set the third vertex
    glVertex2f(0.78, 0.05); // Set the fourth vertex
    glVertex2f(0.78, 0.4); // Set the third vertex
    glVertex2f(0.76, 0.4); // Set the fourth vertex


    glColor3f(0.41, 0.41, 0.41); // Set the color to red
    glVertex2f(0.78, 0.07); // Set the third vertex
    glVertex2f(0.94, 0.07); // Set the fourth vertex
    glVertex2f(0.94, 0.38); // Set the third vertex
```

```
glVertex2f(0.78, 0.38); // Set the fourth vertex


glColor3f(0.54, 0.27, 0.07); // Set the color to red
glVertex2f(0.78, 0.08); // Set the third vertex
glVertex2f(0.93, 0.08); // Set the fourth vertex
glVertex2f(0.93, 0.16); // Set the third vertex
glVertex2f(0.78, 0.16); // Set the fourth vertex


 glColor3f(1.0, 1.0, 1.0); // Set the color to red
glVertex2f(0.82, 0.24); // Set the third vertex
glVertex2f(0.9, 0.24); // Set the fourth vertex
glVertex2f(0.9, 0.35); // Set the third vertex
glVertex2f(0.82, 0.35); // Set the fourth vertex\

glColor3f(0.0, 0.0, 1.0); // Set the color to red
glVertex2f(0.83, 0.25); // Set the third vertex
glVertex2f(0.89, 0.25); // Set the fourth vertex
glVertex2f(0.89, 0.34); // Set the third vertex
glVertex2f(0.83, 0.34); // Set the fourth vertex

glColor3f(1.0, 1.0, 1.0); // Set the color to red
glVertex2f(0.85, 0.25); // Set the third vertex
glVertex2f(0.86, 0.25); // Set the fourth vertex
glVertex2f(0.86, 0.34); // Set the third vertex
glVertex2f(0.85, 0.34); // Set the fourth vertex

glColor3f(1.0, 1.0, 1.0); // Set the color to red
glVertex2f(0.83, 0.29); // Set the third vertex
glVertex2f(0.89, 0.29); // Set the fourth vertex
glVertex2f(0.89, 0.3); // Set the third vertex
glVertex2f(0.83, 0.3); // Set the fourth vertex

glColor3f(0.54, 0.27, 0.07); // Set the color to red
glVertex2f(1.0, 0.28); // Set the third vertex
glVertex2f(0.93, 0.42); // Set the fourth vertex
glVertex2f(0.92, 0.42); // Set the third vertex
glVertex2f(1.0, 0.27); // Set the fourth vertex


glColor3f(0.54, 0.27, 0.07); // Set the color to red
glVertex2f(0.92, 0.03); // Set the third vertex
```

```
  glVertex2f(0.93, 0.03); // Set the fourth vertex
  glVertex2f(1.0, 0.24); // Set the third vertex
  glVertex2f(1.0, 0.25); // Set the fourth vertex



glEnd();

glBegin(GL_TRIANGLES);
   glColor3f(0.41, 0.41, 0.41);
  glVertex2f(1.0, 0.27); // Set the third vertex
  glVertex2f(0.94, 0.38); //Set the second vertex
  glVertex2f(0.94, 0.12); // Set the third vertex


  glVertex2f(1.0, 0.26); // Set the third vertex
  glVertex2f(0.94, 0.38); //Set the second vertex
  glVertex2f(0.94, 0.08); // Set the third vertex

   glVertex2f(1.0, 0.25); // Set the third vertex
  glVertex2f(0.94, 0.38); //Set the second vertex
  glVertex2f(0.94, 0.08); // Set the third vertex


   glEnd();glVertex2f(0.68,0.4);

   glBegin(GL_QUADS);
  glColor3f(0.82, 0.41, 0.11); // Set the color to red

  glVertex2f(0.75, 0.45); // Set the first vertex
  glVertex2f(0.84, 0.45); // Set the second vertex
  glVertex2f(0.84, 0.46); // Set the third vertex
  glVertex2f(0.75, 0.46); // Set the fourth vertex
  glEnd();



   glBegin(GL_TRIANGLES);
   glColor3f(0.0, 1.0, 0.0);
  glVertex2f(0.92, 0.45); // Set the third vertex
  glVertex2f(0.84, 0.5); //Set the second vertex
  glVertex2f(0.84, 0.41); // Set the third vertex

   glEnd();
```

```
 glBegin(GL_TRIANGLES);
 glColor3f(0.0, 1.0, 0.0);
glVertex2f(0.95, 0.45); // Set the third vertex
glVertex2f(0.89, 0.5); //Set the second vertex
glVertex2f(0.89, 0.42); // Set the third vertex


 glColor3f(0.27,0.5,0.7);
 glVertex2f(0.68, 0.4); // Set the third vertex
glVertex2f(0.57, 0.46); //Set the second vertex
glVertex2f(0.58, 0.3); // Set the third vertex


glColor3f(0.27,0.5,0.7);
 glVertex2f(0.03, 0.77); // Set the third vertex
glVertex2f(0.1, 0.75); //Set the second vertex
glVertex2f(0.06, 0.84); // Set the third vertex




 glEnd();



 glBegin(GL_QUADS);
glColor3f(0.82, 0.41, 0.11); // Set the color to red

glVertex2f(0.75, 0.45); // Set the first vertex
glVertex2f(0.84, 0.45); // Set the second vertex
glVertex2f(0.84, 0.46); // Set the third vertex
glVertex2f(0.75, 0.46); // Set the fourth vertex


glColor3f(0.27,0.5,0.7);

glVertex2f(0.42,0.0);
glVertex2f(0.73,0.0);
glVertex2f(0.63,0.15);
glVertex2f(0.25,0.14);
```

```
glColor3f(0.49, 1.0, 0.0);
glVertex2f(0.0,0.6);
glVertex2f(1.0,0.6);
glVertex2f(1.0,1.0);
glVertex2f(0.0,1.0);


glColor3f(0.27,0.5,0.7);
glVertex2f(0.46,0.47);
glVertex2f(0.58,0.46);
glVertex2f(0.65,0.85);
glVertex2f(0.52,0.85);

glColor3f(0.72,0.52,0.4);
glVertex2f(0.1,0.6);
glVertex2f(0.25,0.6);
glVertex2f(0.25,0.75);
glVertex2f(0.1,0.75);


glColor3f(0.72,0.52,0.4);
glVertex2f(0.1,0.75);
glVertex2f(0.25,0.75);
glVertex2f(0.22,0.85);
glVertex2f(0.05,0.85);

 glColor3f(0.72,0.52,0.4);
glVertex2f(0.03,0.6);
glVertex2f(0.1,0.6);
glVertex2f(0.1,0.75);
glVertex2f(0.03,0.77);

glColor3f(0.72,0.52,0.4);
glVertex2f(0.03,0.77);
glVertex2f(0.06,0.84);
glVertex2f(0.05,0.85);
glVertex2f(0.02,0.78);


glColor3f(0.72,0.52,0.4);
glVertex2f(0.03,0.77);
glVertex2f(0.1,0.75);
glVertex2f(0.13,0.85);
glVertex2f(0.07,0.85);
```

```
 glColor3f(0.72,0.52,0.4);
glVertex2f(0.03,0.77);
glVertex2f(0.1,0.75);
glVertex2f(0.13,0.85);
glVertex2f(0.05,0.85);


glColor3f(0.80,0.52,0.24);
glVertex2f(0.05,0.6);
glVertex2f(0.09,0.6);
glVertex2f(0.09,0.75);
glVertex2f(0.05,0.77);


glColor3f(0.80,0.52,0.24);
glVertex2f(0.15,0.6);
glVertex2f(0.2,0.6);
glVertex2f(0.2,0.74);
glVertex2f(0.15,0.74);

glColor3f(0.80,0.52,0.24);
glVertex2f(0.1,0.65);
glVertex2f(0.14,0.65);
glVertex2f(0.14,0.72);
glVertex2f(0.1,0.72);


glColor3f(0.80,0.52,0.24);
glVertex2f(0.21,0.65);
glVertex2f(0.24,0.65);
glVertex2f(0.24,0.72);
glVertex2f(0.21,0.72);

 glColor3f(1.0,1.0,1.0);
glVertex2f(0.21,0.67);
glVertex2f(0.24,0.67);
glVertex2f(0.24,0.69);
glVertex2f(0.21,0.69);

 glColor3f(1.0,1.0,1.0);
glVertex2f(0.22,0.65);
glVertex2f(0.23,0.65);
glVertex2f(0.23,0.72);
```

```
glVertex2f(0.22,0.72);



glColor3f(1.0,1.0,1.0);
glVertex2f(0.1,0.67);
glVertex2f(0.14,0.67);
glVertex2f(0.14,0.69);
glVertex2f(0.1,0.69);


 glColor3f(1.0,1.0,1.0);
glVertex2f(0.11,0.65);
glVertex2f(0.12,0.65);
glVertex2f(0.12,0.72);
glVertex2f(0.11,0.72);



 glColor3f(0.95,0.64,0.37);
glVertex2f(0.17,0.55);
glVertex2f(0.22,0.55);
glVertex2f(0.2,0.6);
glVertex2f(0.15,0.6);

 glColor3f(0.95,0.64,0.37);
glVertex2f(0.16,0.51);
glVertex2f(0.21,0.50);
glVertex2f(0.22,0.55);
glVertex2f(0.17,0.55);


 glColor3f(0.69,0.76,0.87);
glVertex2f(0.3,0.6);
glVertex2f(0.4,0.6);
glVertex2f(0.38,0.87);
glVertex2f(0.33,0.87);




glEnd();
```

```
 glBegin(GL_POLYGON);
glColor3f(0.27,0.5,0.7);

glVertex2f(0.63,0.15);
glVertex2f(0.71,0.21);
glVertex2f(0.58,0.3);
glVertex2f(0.27,0.21);
glVertex2f(0.25,0.14);


glVertex2f(0.58,0.3);
glVertex2f(0.57,0.46);
glVertex2f(0.0,0.5);
glVertex2f(0.0,0.32);
glVertex2f(0.12,0.27);

 glVertex2f(0.12,0.41);
glVertex2f(0.16,0.41);
glVertex2f(0.16,0.26);
glVertex2f(0.27,0.21);




glEnd();

glBegin(GL_TRIANGLES);


glColor3f(0.5,0.0,0.0);
glVertex2f(0.36,0.86);
glVertex2f(0.31,0.93);
glVertex2f(0.31,0.97);


 glColor3f(0.5,0.0,0.0);
glVertex2f(0.36,0.86);
glVertex2f(0.41,0.93);
glVertex2f(0.41,0.97);


glColor3f(0.5,0.0,0.0);
```

```
glVertex2f(0.36,0.86);
glVertex2f(0.29,0.83);
glVertex2f(0.29,0.85);

 glColor3f(0.5,0.0,0.0);
glVertex2f(0.36,0.86);
glVertex2f(0.43,0.83);
glVertex2f(0.43,0.85);



 glColor3f(1.0,1.0,1.0);
glVertex2f(0.64,0.4);
glVertex2f(0.7,0.42);
glVertex2f(0.7,0.43);


 glColor3f(1.0,1.0,1.0);
glVertex2f(0.68,0.22);
glVertex2f(0.72,0.23);
glVertex2f(0.72,0.24);


 glColor3f(0.0,0.39,0.0);
glVertex2f(0.07,0.37);
glVertex2f(0.21,0.37);
glVertex2f(0.14,0.45);

glColor3f(0.0,0.39,0.0);
glVertex2f(0.07,0.4);
glVertex2f(0.21,0.4);
glVertex2f(0.14,0.48);


glColor3f(0.0,0.39,0.0);
glVertex2f(0.0,0.87);
glVertex2f(0.12,0.87);
glVertex2f(0.07,0.99);

glColor3f(0.0,0.39,0.0);
glVertex2f(0.11,0.87);
glVertex2f(0.26,0.87);
glVertex2f(0.2,0.99);
```

```
glColor3f(0.0,0.39,0.0);
glVertex2f(0.24,0.87);
glVertex2f(0.32,0.87);
glVertex2f(0.29,0.99);


glColor3f(0.0,0.39,0.0);
glVertex2f(0.39,0.87);
glVertex2f(0.52,0.87);
glVertex2f(0.47,0.99);


glColor3f(0.0,0.39,0.0);
glVertex2f(0.5,0.87);
glVertex2f(0.65,0.87);
glVertex2f(0.59,0.99);


glColor3f(0.0,0.39,0.0);
glVertex2f(0.64,0.87);
glVertex2f(0.8,0.87);
glVertex2f(0.72,0.99);

glColor3f(0.0,0.39,0.0);
glVertex2f(0.78,0.87);
glVertex2f(0.95,0.87);
glVertex2f(0.88,0.99);

 glColor3f(0.0,0.39,0.0);
glVertex2f(0.93,0.87);
glVertex2f(1.0,0.87);
glVertex2f(0.97,0.99);



glEnd();


glBegin(GL_QUADS);

 glColor3f(0.0,0.0,0.0);
glVertex2f(0.49,0.35);
glVertex2f(0.6,0.35);
glVertex2f(0.65,0.4);
```

```
glVertex2f(0.45,0.4);

glColor3f(0.80,0.52,0.24);
glVertex2f(0.48,0.4);
glVertex2f(0.61,0.4);
glVertex2f(0.61,0.44);
glVertex2f(0.5,0.44);

 glColor3f(0.80,0.52,0.24);
glVertex2f(0.69,0.37);
glVertex2f(0.7,0.37);
glVertex2f(0.7,0.45);
glVertex2f(0.69,0.45);



glColor3f(0.0,0.0,0.0);
glVertex2f(0.53,0.17);
glVertex2f(0.64,0.17);
glVertex2f(0.69,0.22);
glVertex2f(0.49,0.22);


glColor3f(0.80,0.52,0.24);
glVertex2f(0.52,0.22);
glVertex2f(0.64,0.22);
glVertex2f(0.64,0.26);
glVertex2f(0.54,0.26);


glColor3f(0.80,0.52,0.24);
glVertex2f(0.71,0.19);
glVertex2f(0.72,0.19);
glVertex2f(0.72,0.25);
glVertex2f(0.71,0.25);


glColor3f(0.0,0.0,0.0);
glVertex2f(0.25,0.25);
glVertex2f(0.4,0.25);
glVertex2f(0.45,0.31);
glVertex2f(0.2,0.31);
```

```
glColor3f(0.80,0.52,0.24);
glVertex2f(0.25,0.31);
glVertex2f(0.42,0.31);
glVertex2f(0.39,0.36);
glVertex2f(0.25,0.36);


glColor3f(1.0,0.27,0.0);
glVertex2f(0.3,0.37);
glVertex2f(0.36,0.37);
glVertex2f(0.36,0.44);
glVertex2f(0.3,0.44);

glColor3f(0.54,0.27,0.07);
glVertex2f(0.32,0.36);
glVertex2f(0.33,0.36);
glVertex2f(0.33,0.47);
glVertex2f(0.32,0.47);

 glColor3f(0.54,0.27,0.07);
glVertex2f(0.12,0.2);
glVertex2f(0.16,0.2);
glVertex2f(0.16,0.41);
glVertex2f(0.12,0.41);

 glColor3f(0.0,0.39,0.0);
glVertex2f(0.12,0.37);
glVertex2f(0.16,0.37);
glVertex2f(0.16,0.41);
glVertex2f(0.12,0.41);


glColor3f(0.95,0.64,0.37);
glVertex2f(0.95,0.55);
glVertex2f(0.95,0.75);
glVertex2f(0.7,0.75);
glVertex2f(0.7,0.55);

glColor3f(1.0,1.0,1.0);
glVertex2f(0.95,0.55);
glVertex2f(0.96,0.55);
glVertex2f(0.96,0.75);
glVertex2f(0.95,0.75);
```

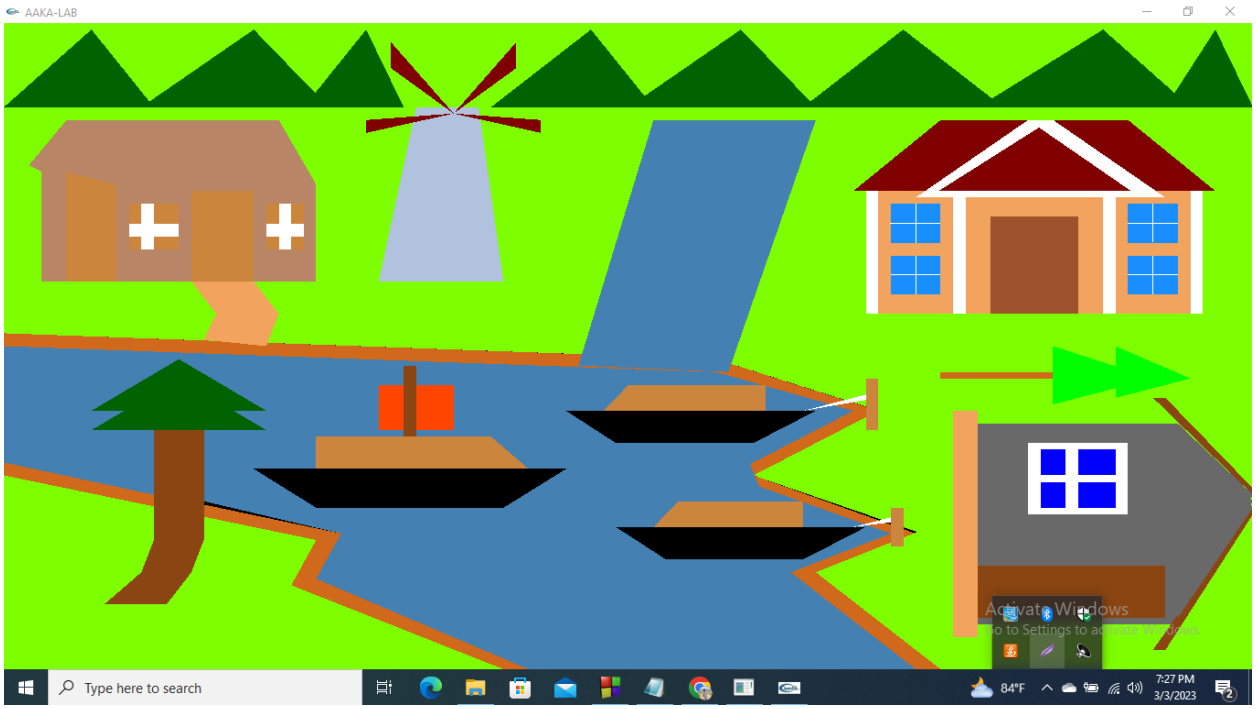
```
 glColor3f(1.0,1.0,1.0);
glVertex2f(0.88,0.55);
glVertex2f(0.89,0.55);
glVertex2f(0.89,0.75);
glVertex2f(0.88,0.75);


glColor3f(1.0,1.0,1.0);
glVertex2f(0.76,0.55);
glVertex2f(0.77,0.55);
glVertex2f(0.77,0.75);
glVertex2f(0.76,0.75);


glColor3f(1.0,1.0,1.0);
glVertex2f(0.69,0.55);
glVertex2f(0.7,0.55);
glVertex2f(0.7,0.75);
glVertex2f(0.69,0.75);


glColor3f(0.1,0.56,1.0);
glVertex2f(0.71,0.66);
glVertex2f(0.75,0.66);
glVertex2f(0.75,0.72);
glVertex2f(0.71,0.72);



glColor3f(0.1,0.56,1.0);
glVertex2f(0.71,0.58);
glVertex2f(0.75,0.58);
glVertex2f(0.75,0.64);
glVertex2f(0.71,0.64);

 glColor3f(0.1,0.56,1.0);
glVertex2f(0.90,0.58);
glVertex2f(0.94,0.58);
glVertex2f(0.94,0.64);
glVertex2f(0.90,0.64);


glColor3f(0.1,0.56,1.0);
glVertex2f(0.90,0.66);
```

```
glVertex2f(0.94,0.66);
glVertex2f(0.94,0.72);
glVertex2f(0.90,0.72);


 glColor3f(0.62,0.32,0.17);
glVertex2f(0.79,0.55);
glVertex2f(0.86,0.55);
glVertex2f(0.86,0.70);
glVertex2f(0.79,0.70);

glColor3f(0.50,0.0,0.0);
glVertex2f(0.68,0.74);
glVertex2f(0.97,0.74);
glVertex2f(0.90,0.85);
glVertex2f(0.75,0.85);

glColor3f(1.0,1.0,1.0);
glVertex2f(0.73,0.73);
glVertex2f(0.74,0.73);
glVertex2f(0.83,0.84);
glVertex2f(0.82,0.85);




 glColor3f(1.0,1.0,1.0);
glVertex2f(0.91,0.73);
glVertex2f(0.93,0.73);
glVertex2f(0.84,0.85);
glVertex2f(0.82,0.85);


glColor3f(1.0,1.0,1.0);

glVertex2f(0.73,0.73);
glVertex2f(0.74,0.74);
 glVertex2f(0.92,0.74);
glVertex2f(0.93,0.73);


glEnd();

glBegin(GL_LINES);
```

```
glColor3f(1.0,1.0,1.0);
glVertex2f(0.73,0.72);
glVertex2f(0.73,0.66);

 glVertex2f(0.71,0.69);
glVertex2f(0.75,0.69);




glVertex2f(0.73,0.64);
glVertex2f(0.73,0.58);

 glVertex2f(0.71,0.61);
glVertex2f(0.75,0.61);


glVertex2f(0.92,0.64);
glVertex2f(0.92,0.58);

 glVertex2f(0.90,0.61);
glVertex2f(0.94,0.61);


glVertex2f(0.92,0.72);
glVertex2f(0.92,0.66);

 glVertex2f(0.90,0.69);
glVertex2f(0.94,0.69);









glEnd()
```

```
  glFlush(); // Flush the graphics pipeline to make sure the square is drawn
  glutSwapBuffers(); // Swap the buffers to display the square on the screen
}

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


    glutInit(&argc,argv);
    glutInitDisplayMode ( GLUT_RGB | GLUT_DOUBLE );
    glutInitWindowPosition(0,0);
    glutInitWindowSize(500,500);
    glutCreateWindow("AAKA-LAB");
    init();
    glutDisplayFunc(Draw);
    glutMainLoop();
    return 0;
}
```

Screenshot:



Project sketch: