

Id :201-15-3160

Code:

```
#include<windows.h>
#include <GL/glut.h>
float xPos = 0.0f;
void display()
{
    glClear(GL_COLOR_BUFFER_BIT);
    glLoadIdentity();
    glBegin(GL_QUADS);
    glColor3f(0.062f, 0.062f, 1.098f);
    glVertex3f(0.0f, 0.318f , 0.0f);
    glVertex3f(1.0f, 0.318f , 0.0f);
    glVertex3f(1.0f, 0.0f , 0.0f);
    glVertex3f(0.0f, 0.0f , 0.0f);
    glEnd();
    glLoadIdentity();
    glTranslatef(xPos, 0.0f, 0.0f);
    glBegin(GL_TRIANGLES);
    glColor3f(0.876f, 0.876f, 0.978f);
    glVertex3f(0.334f, 0.374f , 0.0f);
    glColor3f(0.844f, 0.844f, 1.053f);
    glVertex3f(0.606f, 0.814f , 0.0f);
    glColor3f(0.844f, 0.844f, 1.053f);
    glVertex3f(0.606f, 0.374f , 0.0f);
    glEnd();
    glBegin(GL_TRIANGLES);
    glColor3f(0.742f, 0.742f, 0.969f);
    glVertex3f(0.632f, 0.726f , 0.0f);
    glColor3f(0.742f, 0.742f, 0.969f);
    glVertex3f(0.632f, 0.374f , 0.0f);
    glColor3f(0.876f, 0.876f, 0.978f);
    glVertex3f(0.784f, 0.374f , 0.0f);
    glEnd();
    glBegin(GL_POLYGON);
    glColor3f(0.796f, 0.333f, 0.453f);
    glVertex3f(0.39f, 0.348f , 0.0f);
    glVertex3f(0.768f, 0.348f , 0.0f);
    glVertex3f(0.726f, 0.298f , 0.0f);
    glVertex3f(0.39f, 0.298f , 0.0f);
    glEnd();
    glutSwapBuffers();
}
void keyboard(unsigned char key, int x, int y)
```

```

{
    switch (key)
    {
        case 'a':
            xPos -= 0.01f;
            if(xPos < -0.5)
            {
                xPos = 1.5;
            }
            break;
        case 'd':
            xPos += 0.01f;
            if(xPos > 1.5)
            {
                xPos = -0.5;
            }
            break;
        default:
            break;
    }
    glutPostRedisplay();
}
int main(int argc, char **argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB);
    glutInitWindowSize(500, 500);
    glutCreateWindow("Moving Square");
    glClearColor(0.569f, 0.569f, 0.796f, 1.0f);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(0.0f, 1.0f, 0.0f, 1.0f);
    glMatrixMode(GL_MODELVIEW);
    glutDisplayFunc(display);
    glutKeyboardFunc(keyboard);
    glutMainLoop();
    return 0;
}

```

Screenshot:



