2.0

#include<GL/glut.h>

void LineDDA(int x0,int y0,int x1,int y1/\*,int color\*/)

{

int x, dy, dx ,y;

float m;

dx=x1-x0;

dy=y1-y0;

m=dy/dx;

y=y0;

glColor3f (1.0f,1.0f,0.0f);

glPointSize(1);

for(x=x0;x<=x1;x++)

{

glBegin (GL\_POINTS);

glVertex2i (x,(int)(y+0.5));

glEnd();

y+=m;

}

}

void myDisplay(void)

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(1.0f,5.0f,0.0f);

//glRectf(25.0,25.0,75.0,75.0);方块

glPointSize(5);

glBegin(GL\_POINTS);

glColor3f(0.0f,1.0f,0.0f); glVertex2f(0.0f,0.0f);

glEnd();

LineDDA(0,0,200,300);

glBegin(GL\_LINES);

glColor3f(1.0f,0.0f,0.0f); glVertex2f(100.0f,0.0f);

glColor3f(0.0f,1.0f,0.0f); glVertex2f(180.0f,240.0f);

glEnd();

glFlush();

}

void Init()

{

glClearColor(0.0,0.0,0.0,0.0);

glShadeModel(GL\_FLAT);

}

void Reshape(int w,int h)

{

glViewport(0,0,(GLsizei) w,(GLsizei) h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0.0,(GLdouble) w,0.0,(GLdouble) h);

}

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

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_RGB | GLUT\_SINGLE);

glutInitWindowPosition(100,100);

glutInitWindowSize(400,400);

glutCreateWindow("Hello World!");

Init();

glutDisplayFunc(&myDisplay);

glutReshapeFunc(Reshape);

glutMainLoop();

return 0;

}