#include <windows.h>

#include <GL/glut.h>

#include <stdlib.h>

float xr = 0, yr = 0;

void display(void)

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(1.0, 0.0, 0.0);

glBegin(GL\_QUADS);

glVertex2f(0.25,0.25);

glVertex2f(0.5,0.38);

glVertex2f(0,0.5);

glVertex2f(-0.5,0.38);

//glTranslatef(xr,yr,0);

glColor3f(0.0, 1.0, 0.0);

glBegin(GL\_QUADS);

glVertex2f(0+xr,0.25+yr);

glVertex2f(0.5+xr,0.38+yr);

glVertex2f(0+xr,0.5+yr);

glVertex2f(-0.5+xr,0.38+yr);

glEnd();

glutSwapBuffers();

}

void keyboard(unsigned char key,int x, int y)

{

switch(key)

{

case 'u':

yr=yr+0.01;

glutPostRedisplay();

break;

case 'd':

yr=yr-0.01;

glutPostRedisplay();

break;

case 'r':

xr=xr+0.01;

glutPostRedisplay();

break;

case 'l':

xr=xr-0.01;

glutPostRedisplay();

break;

}

/\*

switch(key)

{

case GLUT\_KEY\_UP:

yr=yr+0.01;

glutPostRedisplay();

break;

case GLUT\_KEY\_DOWN:

yr=yr-0.01;

glutPostRedisplay();

break;

case GLUT\_KEY\_RIGHT:

xr=xr+0.01;

glutPostRedisplay();

break;

case GLUT\_KEY\_LEFT:

xr=xr-0.01;

glutPostRedisplay();

break;

}

\*/

}

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

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_DOUBLE|GLUT\_RGB);

glutInitWindowSize(700,700);

glutInitWindowPosition(600,500);

glutCreateWindow("Day1");

glClearColor(0,0,0,0);

glutDisplayFunc(display);

glutKeyboardFunc(keyboard);

glutMainLoop();

return 0;

}