**Lab Taks-1**

Submission Guidelines-

* Rename the file to your id only. If your id is 18-XXXXX-1, then the file name must be 18-XXXXX-1.docx.
* Must submit within the given deadline in VUES to the section named Lab Tak-1
* Must include resources for all the section in the table

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  **#include <windows.h>**  **#include <GL/glut.h>**  **void display()**  **{**  **glClearColor(1.0f, 1.0f, 1.0f, 1.0f);**  **glClear(GL\_COLOR\_BUFFER\_BIT);**  **glPointSize(15.0);**  **glBegin(GL\_LINES);**  **glColor3ub(20,20,20);**  **glVertex2f( 4.0f, 4.0f);**  **glVertex2f(-4.0f, 4.0f);**  **glEnd();**  **glBegin(GL\_LINES);**  **glColor3ub(20,20,20);**  **glVertex2f(-4.0f, -4.0f);**  **glVertex2f(4.0f, -4.0f);**  **glEnd();**  **glBegin(GL\_LINES);**  **glColor3ub(20,20,20);**  **glVertex2f(4.0f, 4.0f);**  **glVertex2f(4.0f, -4.0f);**  **glEnd();**  **glBegin(GL\_LINES);**  **glColor3ub(20,20,20);**  **glVertex2f(-4.0f,- 4.0f);**  **glVertex2f(-4.0f, 4.0f);**  **glEnd();**  **glFlush(); // Render now**  **}**  **int main(int argc, char\*\* argv) {**  **glutInit(&argc, argv);**  **glutCreateWindow("OpenGL Setup Test");**  **glutInitWindowSize(320, 320);**  **gluOrtho2D(-5, 5, -7, 7);**  **glutDisplayFunc(display);**  **glutMainLoop();**  **return 0;**  **}** |
| **Output Screenshot (Full Screen)-** |

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  **#include <windows.h>**  **#include <GL/glut.h>**  **void display() {**  **glClearColor(0.0f, 0.0f, 0.0f, 1.0f);**  **glClear(GL\_COLOR\_BUFFER\_BIT);**  **glPointSize(10.0);**  **glBegin(GL\_QUADS);**  **glColor3ub(255, 0, 0);**  **glVertex2f(0.0f, 0.0f);**  **glVertex2f(12.0f, 0.0f);**  **glVertex2f(8.0f, 6.0f);**  **glVertex2f(4.0f, 6.0f);**  **glEnd();**  **glFlush();**  **}**  **int main(int argc, char\*\* argv) {**  **glutInit(&argc, argv);**  **glutCreateWindow("OpenGL Setup Test");**  **glutInitWindowSize(300, 380);**  **gluOrtho2D(-5, 15,-10, 20);**  **glutDisplayFunc(display);**  **glutMainLoop();**  **return 0;**  **}** |
| **Output Screenshot (Full Screen)-** |

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| **Question-**  Draw the object- |
| **Graph Plot (Picture)-** |
| **Code-**  #include <windows.h>  #include <GL/glut.h>  void display() {  glClearColor(1.0f, 1.0f, 1.0f, 1.0f);  glClear(GL\_COLOR\_BUFFER\_BIT);  glLineWidth(2);  glBegin(GL\_LINES);  glColor3ub(21, 21, 21);  glVertex2f(-1.0f, 0.0f);  glVertex2f(1.0f, 0.0f);  glEnd();  glBegin(GL\_LINES);  glColor3ub(20, 20, 20);  glVertex2f(0.0f, 1.0f);  glVertex2f(0.0f, -1.0f);  glEnd();  glBegin(GL\_POLYGON);  glColor3f(1.0f, 0.0f, 0.0f);  glVertex2f(-0.9f, 0.2f);  glVertex2f(-0.3f, 0.2f);  glVertex2f(-0.3f, 0.8f);  glVertex2f(-0.9f, 0.8f);  glEnd();  glBegin(GL\_POLYGON);  glColor3ub(70, 150, 57);  glVertex2f(0.6f, 0.2f);  glVertex2f(0.9f, 0.4f);  glVertex2f(0.6f, 0.6f);  glEnd();  glBegin(GL\_POLYGON);  glColor3ub(70, 150, 57);  glVertex2f(0.2f, 0.3f);  glVertex2f(0.6f, 0.3f);  glVertex2f(0.6f, 0.5f);  glVertex2f(0.2f, 0.5f);  glEnd();  glBegin(GL\_POLYGON);  glColor3ub(114, 39, 135);  glVertex2f(-0.3f, -0.2f);  glVertex2f(-0.8f, -0.5f);  glVertex2f(-0.3f, -0.8f);  glEnd();  glBegin(GL\_POLYGON);  glColor3f(1.0f, 1.0f, 0.0f);  glVertex2f(0.2f, -0.7f);  glVertex2f(0.8f, -0.7f);  glVertex2f(0.5f, -0.3f);  glEnd();  glFlush();  }  int main(int argc, char\*\* argv) {  glutInit(&argc, argv);  glutCreateWindow("OpenGL Setup");  glutInitWindowSize(320, 320);  glutDisplayFunc(display);  glutMainLoop();  return 0;  } |
| **Output Screenshot (Full Screen)-** |