#include <iostream>

#include <GL/gl.h>

#include <GL/glut.h>

#include <stdlib.h>

#include <math.h>

#include<windows.h>

#include<mmsystem.h>

using namespace std;

float \_run = 0.0;

float \_sun = 0.00;

float \_moon = 0.00;

float \_brun = 0.0001;

float \_run1 = 0.0;

float \_run8 = 0.0;

float \_run2 = 0.0;

float \_run3 = 0.0;

float \_rain = 0.0;

float \_nt = 0.0;

float \_ang\_tri = 0.0;

char text[] = "SCHOOL";

bool onOff;

bool frd = false;

bool bck = false;

bool rainday = false;

bool night = false;

float i,x,y,m,n,z;

GLfloat kite\_position = 0.0f;

GLfloat kite\_speed = 0.5;

bool kite\_flag = false;

GLfloat kite\_counter = 0.0f;

//float \_angle = 0.0;

//float \_cameraAngle = 0.0;

//float \_run = 0.0;

void Sprint( float x, float y, char \*st)

{

int l,i;

l=strlen( st ); // see how many characters are in text string.

glColor3ub(1.0,0.0,0.0);

//glDisable(GL\_LIGHTING);

glRasterPos2f( x, y); // location to start printing text

for( i=0; i < l; i++) // loop until i is greater then l

{

glutBitmapCharacter(GLUT\_BITMAP\_HELVETICA\_12, st[i]);

}

}

void init(){

glClearColor(0.0,0.5,0.8,1.0);

glColor3ub(0.0,0.0,128);

glPointSize(4.0);

gluOrtho2D(0.0,1000.0,0.0,1000.0);

}

void display(){

glClear(GL\_COLOR\_BUFFER\_BIT);

glBegin(GL\_QUADS);

glColor3ub(50,205,50);

glVertex2i(0,550);

glVertex2i(1000,550);

glVertex2i(1000,0);

glVertex2i(0,0);

glEnd();

glPushMatrix();

if(night){

// glClearColor(0,0,0,0);

//glPushMatrix();

glBegin(GL\_QUADS);

glColor3ub(0,0,128);

glVertex2i(0,550);

glVertex2i(1000,550);

glVertex2i(1000,1000);

glVertex2i(0,1000);

glEnd();

//glPopMatrix();

///Star

for(n = 0; n <=1000; ++n)

{

for(m = 550; m <=1000; ++m) {

glPushMatrix();

glTranslatef(n,m,0);

glPushMatrix();

glScalef(0.15, 0.15, 0.0);

glColor3ub(105,105,105); //QUAD

glBegin(GL\_POLYGON);

// glColor3ub (255,215,0);

glVertex2i(320,460);

glVertex2i(310,480);

glVertex2i(300,460);

glVertex2i(275,460);

glVertex2i(290,450);

glColor3ub(255,255,0);

glVertex2i(280,425);

glVertex2i(310,440);

glVertex2i(340,425);

glVertex2i(330,450);

glVertex2i(345,460);

glEnd();/\*

glBegin(GL\_LINE\_STRIP);

glColor3ub (255,215,0);

glVertex2i(320,460);

glVertex2i(310,480);

glVertex2i(300,460);

glVertex2i(275,460);

glVertex2i(290,450);

glVertex2i(280,425);

glVertex2i(310,440);

glVertex2i(340,425);

glVertex2i(330,450);

glVertex2i(345,460);

glVertex2i(320,460);

glEnd(); \*/

glPopMatrix();

glPopMatrix(); m+=80;

}

n+=60;

}

///end star

//sun

glPushMatrix();

glTranslatef(500,1400,0);

glTranslatef(0,-\_moon,0);

if(\_moon==800){

night=false;

//glClearColor(0.0,0.5,0.8,1.0);

//\_sun==0;

for(\_sun=0;\_sun>=380;++\_sun){

glPushMatrix();

glTranslatef(500,1000,0);

glTranslatef(0,-\_sun,0);

if(\_sun==380){

night=true;

}

glBegin(GL\_POLYGON);

glColor3ub(255,215,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

if(night=true){

glPushMatrix();

glTranslatef(500,1200,0);

glTranslatef(0,-\_moon,0);

if(\_moon==600){

night=false;

//glClearColor(0.0,0.5,0.8,1.0);

glBegin(GL\_POLYGON);

glColor3ub(175,238,238);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=52;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x,y );

glColor3ub(173,216,230);

}

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(224,255,255);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x,y );

glColor3ub(173,216,230);

}

glEnd();

glPopMatrix();

}

} }

}

glBegin(GL\_POLYGON);

glColor3ub(175,238,238);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=52;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x,y );

glColor3ub(173,216,230);

}

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(224,255,255);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x,y );

glColor3ub(173,216,230);

}

glEnd();

glPopMatrix();

///Grass

for(n = 0; n <=1000; ++n)

{

for(m = -5; m <= 550; ++m) {

glPushMatrix();

glTranslatef(n,m,0);

glPushMatrix();

glColor3ub(47,119,79); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(3,5);

glVertex2i(5,0);

glVertex2i(3,9);

glVertex2i(0,0);

glEnd();

glBegin(GL\_POLYGON);

glVertex2i(8,5);

glVertex2i(10,0);

glVertex2i(8,9);

glVertex2i(5,0);

glEnd();

glBegin(GL\_POLYGON);

glVertex2i(5.8,5);

glVertex2i(7.5,0);

glVertex2i(5.8,9);

glVertex2i(3,0);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,5);

glVertex2i(5,0);

glVertex2i(3,9);

glVertex2i(0,0);

glVertex2i(3,5);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(8,5);

glVertex2i(10,0);

glVertex2i(8,9);

glVertex2i(5,0);

glVertex2i(8,5);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(5.8,5);

glVertex2i(7.5,0);

glVertex2i(5.8,9);

glVertex2i(3,0);

glVertex2i(5.8,5);

glEnd();

glPopMatrix();

glPopMatrix(); m+=8;

}

n+=6;

}

///Cloud

glPushMatrix();

glTranslatef(\_run3, 0.0, 0.0);

glPushMatrix();

glTranslatef(200, 800, 0);

glBegin(GL\_POLYGON);

glColor3ub(176,196,222);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(180, 750, 0);

glBegin(GL\_POLYGON);

//glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(250, 800, 0);

glBegin(GL\_POLYGON);

//glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(230, 750, 0);

glBegin(GL\_POLYGON);

// glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

///cloud 2

glPushMatrix();

glTranslatef(350, 100, 0);

glPushMatrix();

glTranslatef(200, 800, 0);

glBegin(GL\_POLYGON);

//glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(180, 750, 0);

glBegin(GL\_POLYGON);

// glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(250, 800, 0);

glBegin(GL\_POLYGON);

// glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(230, 750, 0);

glBegin(GL\_POLYGON);

// glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(300, 800, 0);

glBegin(GL\_POLYGON);

// glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(290, 760, 0);

glBegin(GL\_POLYGON);

// glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPopMatrix();

//end of cloud

///small tree above road

glPushMatrix();

glTranslatef(0,0,0);

for(z=0;z<=150;++z)

{

glTranslatef(10,0,0);

glBegin(GL\_POLYGON); // first small tree from left to right

glColor3ub (0,128,0);

glVertex2i(14,345);

glVertex2i(16,356);

glVertex2i(13,350);

glVertex2i(12,361);

glVertex2i(11,350);

glVertex2i(9,356);

glVertex2i(10,345);

glEnd();

}

glPopMatrix();

///end of small tree

glPushMatrix();

///river in night

glColor3ub(139,69,19);

glBegin(GL\_POLYGON);

glVertex2i(0, 0);

glVertex2i(1000, 0);

glVertex2i(1000, 135);

glVertex2i(900, 145);

glVertex2i(800, 135);

glVertex2i(700, 145);

glVertex2i(600, 135);

glVertex2i(500, 145);

glVertex2i(400, 135);

glVertex2i(300, 145);

glVertex2i(200, 135);

glVertex2i(100, 145);

glVertex2i(0, 135);

glEnd();

glColor3ub(160,82,45);

glBegin(GL\_POLYGON);

glVertex2i(0, 0);

glVertex2i(1000, 0);

glVertex2i(1000, 125);

glVertex2i(900, 135);

glVertex2i(800, 125);

glVertex2i(700, 135);

glVertex2i(600, 125);

glVertex2i(500, 135);

glVertex2i(400, 125);

glVertex2i(300, 135);

glVertex2i(200, 125);

glVertex2i(100, 135);

glVertex2i(0, 125);

glEnd();

glColor3ub(0,0,190);

glBegin(GL\_POLYGON);

glVertex2i(0, 0);

glVertex2i(1000, 0);

glVertex2i(1000, 120);

glVertex2i(900, 130);

glVertex2i(800, 120);

glVertex2i(700, 130);

glVertex2i(600, 120);

glVertex2i(500, 130);

glVertex2i(400, 120);

glVertex2i(300, 130);

glVertex2i(200, 120);

glVertex2i(100, 130);

glVertex2i(0, 120);

glEnd();

glPopMatrix();

///end of river in night

///river flow

glPushMatrix();

glTranslatef(\_run3,0,0);

for(n =-10000; n <=10000; ++n)

{

for(m = -5; m <= 120; ++m) {

glPushMatrix();

glTranslatef(n,m,0);

glPushMatrix();

glColor3ub(65,105,225);

//QUAD

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(10,0);

glVertex2i(10,1);

glVertex2i(0,1);

glEnd();

glPopMatrix();

glPopMatrix(); m+=30;

}

n+=80;

}

glPopMatrix();

///river flow end

///hills in night start

///hill start

glPushMatrix();

glTranslatef(-100,30,0);

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//1 (from left to right)

glVertex2i(-10,520);

glVertex2i(20,600);

glColor3ub(34,139,34);

glVertex2i(50,630);

glVertex2i(120,725);

glVertex2i(180,605);

glVertex2i(200,520);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//3

glVertex2i(330,520);

glVertex2i(400,600);

glVertex2i(450,700);

glColor3ub(34,139,34);

glVertex2i(550,640);

glVertex2i(600,520);

glEnd();

///hill

glColor3ub(0,100,0);

glBegin(GL\_POLYGON); //2

glVertex2i(180,520);

glVertex2i(200,580);

glColor3ub(34,139,34);

glVertex2i(250,700);

glVertex2i(360,600);

glVertex2i(390,520);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON); //4

glVertex2i(565,520);

glVertex2i(590,600);

glVertex2i(630,680);

glColor3ub(34,139,34);

glVertex2i(700,600);

glVertex2i(800,520);

glEnd();

///hill

glColor3ub(0,100,0);

glBegin(GL\_TRIANGLES);//6

glVertex2i(800,520);

glColor3ub(34,139,34);

glVertex2i(1000,680);

glVertex2i(1100,520);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//5

glVertex2i(700,520);

glVertex2i(780,620);

glColor3ub(34,139,34);

glVertex2i(850,695);

glVertex2i(910,610);

glVertex2i(980,520);

glEnd();

glTranslatef(100,-30,0);

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//1 (from left to right)

glVertex2i(-10,550);

glVertex2i(20,600);

glColor3ub(34,139,34);

glVertex2i(50,630);

glVertex2i(120,725);

glVertex2i(180,605);

glVertex2i(200,550);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//3

glVertex2i(330,550);

glVertex2i(400,600);

glVertex2i(450,700);

glColor3ub(34,139,34);

glVertex2i(550,640);

glVertex2i(600,550);

glEnd();

///hill

glColor3ub(0,100,0);

glBegin(GL\_POLYGON); //2

glVertex2i(180,550);

glVertex2i(200,580);

glColor3ub(34,139,34);

glVertex2i(250,700);

glVertex2i(360,600);

glVertex2i(390,550);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON); //4

glVertex2i(565,550);

glVertex2i(590,600);

glVertex2i(630,680);

glColor3ub(34,139,34);

glVertex2i(700,600);

glVertex2i(800,550);

glEnd();

///hill

glColor3ub(0,100,0);

glBegin(GL\_TRIANGLES);//6

glVertex2i(800,550);

glColor3ub(34,139,34);

glVertex2i(1000,680);

glVertex2i(1000,550);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//5

glVertex2i(700,550);

glVertex2i(780,620);

glColor3ub(34,139,34);

glVertex2i(850,695);

glVertex2i(910,610);

glVertex2i(980,550);

glEnd();

glTranslatef(80,-20,0);

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//1 (from left to right)

glVertex2i(-10,570);

glVertex2i(20,600);

glColor3ub(34,139,34);

glVertex2i(50,630);

glVertex2i(100,725);

glVertex2i(180,605);

glVertex2i(200,570);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//3

glVertex2i(330,570);

glVertex2i(450,700);

glColor3ub(34,139,34);

glVertex2i(550,640);

glVertex2i(600,570);

glEnd();

///hill

glColor3ub(0,100,0);

glBegin(GL\_POLYGON); //2

glVertex2i(180,570);

glVertex2i(200,590);

glColor3ub(34,139,34);

glVertex2i(250,700);

glVertex2i(360,600);

glVertex2i(390,570);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON); //4

glVertex2i(565,570);

glVertex2i(590,600);

glVertex2i(630,680);

glColor3ub(34,139,34);

glVertex2i(700,600);

glVertex2i(800,570);

glEnd();

///hill

glColor3ub(0,100,0);

glBegin(GL\_TRIANGLES);//6

glVertex2i(800,570);

glColor3ub(85,107,47);

glVertex2i(1000,680);

glVertex2i(1000,570);

glEnd();

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);//5

glVertex2i(700,570);

glVertex2i(780,620);

glColor3ub(34,139,34);

glVertex2i(850,695);

glVertex2i(910,610);

glVertex2i(980,570);

glEnd();

glPopMatrix();

///hills in night end

}

///

///

///

///

///

///

///

///

else{

glPushMatrix();

glTranslatef(500,1000,0);

glTranslatef(0,-\_sun,0);

if(\_sun==380){

night=true;

}

glBegin(GL\_POLYGON);

glColor3ub(218,165,32);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=52;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(255,215,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

//grass

for(n = 0; n <=1000; ++n)

{

for(m = 0; m <= 550; ++m) {

glPushMatrix();

glTranslatef(n,m,0);

glPushMatrix();

glColor3ub(34,139,34); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(3,5);

glVertex2i(5,0);

glVertex2i(3,9);

glVertex2i(0,0);

glEnd();

glBegin(GL\_POLYGON);

glVertex2i(8,5);

glVertex2i(10,0);

glVertex2i(8,9);

glVertex2i(5,0);

glEnd();

glBegin(GL\_POLYGON);

glVertex2i(5.8,5);

glVertex2i(7.5,0);

glVertex2i(5.8,9);

glVertex2i(3,0);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,5);

glVertex2i(5,0);

glVertex2i(3,9);

glVertex2i(0,0);

glVertex2i(3,5);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(8,5);

glVertex2i(10,0);

glVertex2i(8,9);

glVertex2i(5,0);

glVertex2i(8,5);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(5.8,5);

glVertex2i(7.5,0);

glVertex2i(5.8,9);

glVertex2i(3,0);

glVertex2i(5.8,5);

glEnd();

glPopMatrix();

glPopMatrix(); m+=8;

}

n+=7;

}

///Cloud

glPushMatrix();

glTranslatef(\_run3, 0.0, 0.0);

glPushMatrix();

glTranslatef(200, 800, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(180, 750, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(250, 800, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(230, 750, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

//cloud 2

glPushMatrix();

glTranslatef(350, 100, 0);

glPushMatrix();

glTranslatef(200, 800, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(180, 750, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(250, 800, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(230, 750, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=50;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(300, 800, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(290, 760, 0);

glBegin(GL\_POLYGON);

glColor3f(1.0, 1.0, 1.0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=40;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPopMatrix();

//end of cloud

//end of grass

///river in day

glPushMatrix();

glColor3ub(210,105,30);

glBegin(GL\_POLYGON);

glVertex2i(0, 0);

glVertex2i(1000, 0);

glVertex2i(1000, 135);

glVertex2i(900, 145);

glVertex2i(800, 135);

glVertex2i(700, 145);

glVertex2i(600, 135);

glVertex2i(500, 145);

glVertex2i(400, 135);

glVertex2i(300, 145);

glVertex2i(200, 135);

glVertex2i(100, 145);

glVertex2i(0, 135);

glEnd();

glColor3ub(139,69,19);

glBegin(GL\_POLYGON);

glVertex2i(0, 0);

glVertex2i(1000, 0);

glVertex2i(1000, 125);

glVertex2i(900, 135);

glVertex2i(800, 125);

glVertex2i(700, 135);

glVertex2i(600, 125);

glVertex2i(500, 135);

glVertex2i(400, 125);

glVertex2i(300, 135);

glVertex2i(200, 125);

glVertex2i(100, 135);

glVertex2i(0, 125);

glEnd();

glColor3ub(30,144,200);

glBegin(GL\_POLYGON);

glVertex2i(0, 0);

glVertex2i(1000, 0);

glVertex2i(1000, 120);

glVertex2i(900, 130);

glVertex2i(800, 120);

glVertex2i(700, 130);

glVertex2i(600, 120);

glVertex2i(500, 130);

glVertex2i(400, 120);

glVertex2i(300, 130);

glVertex2i(200, 120);

glVertex2i(100, 130);

glVertex2i(0, 120);

glEnd();

glPopMatrix();

///end river

///river flow

glPushMatrix();

glTranslatef(\_run3,0,0);

for(n =-10000; n <=10000; ++n)

{

for(m = -5; m <= 120; ++m) {

glPushMatrix();

glTranslatef(n,m,0);

glPushMatrix();

glColor3ub(173,216,230);

//QUAD

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(10,0);

glVertex2i(10,1);

glVertex2i(0,1);

glEnd();

glPopMatrix();

glPopMatrix(); m+=30;

}

n+=80;

}

glPopMatrix();

///river flow end

///hill start

glPushMatrix();

glTranslatef(-100,30,0);

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//1 (from left to right)

glVertex2i(-10,520);

glVertex2i(20,600);

glColor3ub(46,139,87);

glVertex2i(50,630);

glVertex2i(120,725);

glVertex2i(180,605);

glVertex2i(200,520);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//3

glVertex2i(330,520);

glVertex2i(400,600);

glVertex2i(450,700);

glColor3ub(46,139,87);

glVertex2i(550,640);

glVertex2i(600,520);

glEnd();

///hill

glColor3ub(0,128,0);

glBegin(GL\_POLYGON); //2

glVertex2i(180,520);

glVertex2i(200,580);

glColor3ub(46,139,87);

glVertex2i(250,700);

glVertex2i(360,600);

glVertex2i(390,520);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON); //4

glVertex2i(565,520);

glVertex2i(590,600);

glVertex2i(630,680);

glColor3ub(46,139,87);

glVertex2i(700,600);

glVertex2i(800,520);

glEnd();

///hill

glColor3ub(0,128,0);

glBegin(GL\_TRIANGLES);//6

glVertex2i(800,520);

glColor3ub(46,139,87);

glVertex2i(1000,680);

glVertex2i(1100,520);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//5

glVertex2i(700,520);

glVertex2i(780,620);

glColor3ub(46,139,87);

glVertex2i(850,695);

glVertex2i(910,610);

glVertex2i(980,520);

glEnd();

glTranslatef(100,-30,0);

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//1 (from left to right)

glVertex2i(-10,550);

glVertex2i(20,600);

glColor3ub(46,139,87);

glVertex2i(50,630);

glVertex2i(120,725);

glVertex2i(180,605);

glVertex2i(200,550);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//3

glVertex2i(330,550);

glVertex2i(400,600);

glVertex2i(450,700);

glColor3ub(46,139,87);

glVertex2i(550,640);

glVertex2i(600,550);

glEnd();

///hill

glColor3ub(0,128,0);

glBegin(GL\_POLYGON); //2

glVertex2i(180,550);

glVertex2i(200,580);

glColor3ub(46,139,87);

glVertex2i(250,700);

glVertex2i(360,600);

glVertex2i(390,550);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON); //4

glVertex2i(565,550);

glVertex2i(590,600);

glVertex2i(630,680);

glColor3ub(46,139,87);

glVertex2i(700,600);

glVertex2i(800,550);

glEnd();

///hill

glColor3ub(0,128,0);

glBegin(GL\_TRIANGLES);//6

glVertex2i(800,550);

glColor3ub(46,139,87);

glVertex2i(1000,680);

glVertex2i(1000,550);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//5

glVertex2i(700,550);

glVertex2i(780,620);

glColor3ub(46,139,87);

glVertex2i(850,695);

glVertex2i(910,610);

glVertex2i(980,550);

glEnd();

glTranslatef(80,-20,0);

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//1 (from left to right)

glVertex2i(-10,570);

glVertex2i(20,600);

glColor3ub(46,139,87);

glVertex2i(50,630);

glVertex2i(100,725);

glVertex2i(180,605);

glVertex2i(200,570);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//3

glVertex2i(330,570);

glVertex2i(450,700);

glColor3ub(46,139,87);

glVertex2i(550,640);

glVertex2i(600,570);

glEnd();

///hill

glColor3ub(0,128,0);

glBegin(GL\_POLYGON); //2

glVertex2i(180,570);

glVertex2i(200,590);

glColor3ub(46,139,87);

glVertex2i(250,700);

glVertex2i(360,600);

glVertex2i(390,570);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON); //4

glVertex2i(565,570);

glVertex2i(590,600);

glVertex2i(630,680);

glColor3ub(46,139,87);

glVertex2i(700,600);

glVertex2i(800,570);

glEnd();

///hill

glColor3ub(0,128,0);

glBegin(GL\_TRIANGLES);//6

glVertex2i(800,570);

glColor3ub(46,139,87);

glVertex2i(1000,680);

glVertex2i(1000,570);

glEnd();

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);//5

glVertex2i(700,570);

glVertex2i(780,620);

glColor3ub(46,139,87);

glVertex2i(850,695);

glVertex2i(910,610);

glVertex2i(980,570);

glEnd();

glPopMatrix();

///////////////////////human kite

glPushMatrix();

glTranslatef(kite\_position, -kite\_position, 0.0f);

glBegin(GL\_QUADS);

glColor3ub(200, 0, 0);

glVertex2i(600, 730);

glVertex2i(585, 700);

glVertex2i(600, 660);

glVertex2i(615, 700);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(585, 700);

glVertex2i(580, 710);

glVertex2i(580, 690);

glVertex2i(615, 700);

glVertex2i(620, 690);

glVertex2i(620, 710);

glVertex2i(600, 660);

glVertex2i(595, 620);

glVertex2i(605, 620);

glEnd();

glBegin(GL\_LINE\_STRIP);

glColor3ub(0, 0, 0);

glVertex2i(600, 730);

glVertex2i(585, 700);

glVertex2i(600, 660);

glVertex2i(615, 700);

glVertex2i(600, 730);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(585, 700);

glVertex2i(580, 710);

glVertex2i(580, 690);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(615, 700);

glVertex2i(620, 690);

glVertex2i(620, 710);

glEnd();

glBegin(GL\_LINE\_STRIP);

glVertex2i(600, 660);

glVertex2i(595, 620);

glVertex2i(605, 620);

glVertex2i(600, 660);

glEnd();

// glBegin(GL\_LINE\_STRIP);

// glVertex2i(600, 660);

// glVertex2i(598, 658);

// glVertex2i(596, 656);

// glVertex2i(594, 654);

// glVertex2i(592, 652);

// glVertex2i(590, 650);

// glVertex2i(589, 649);

// glVertex2i(588, 648);

// glVertex2i(589, 647);

// glVertex2i(590, 646);

// glVertex2i(592, 644);

// glVertex2i(594, 642);

// glVertex2i(596, 640);

// glVertex2i(598, 638);

// glVertex2i(598, 638);

// glVertex2i(598, 638);

// glVertex2i(598, 638);

// glVertex2i(598, 638);

//

// glEnd();

glPopMatrix();

//glTranslatef(0.0f, 0.4f, 0.0f);

//int humanposx = 525, humanposy = 420;

//Human Kite

glBegin(GL\_QUADS);

glColor3ub(255, 236, 204);

glVertex2i(525, 420);

glVertex2i(520, 420);

glVertex2i(520, 430);

glVertex2i(525, 430);

glVertex2i(523, 415);

glVertex2i(520, 415);

glVertex2i(520, 420);

glVertex2i(523, 420);

glVertex2i(530, 400);

glVertex2i(527, 400);

glVertex2i(527, 405);

glVertex2i(530, 405);

glVertex2i(520, 375);

glVertex2i(523, 375);

glVertex2i(523, 385);

glVertex2i(520, 385);

glVertex2i(524, 375);

glVertex2i(527, 375);

glVertex2i(527, 385);

glVertex2i(524, 385);

glColor3ub(0, 115, 138);

glVertex2i(520, 400);

glVertex2i(527, 400);

glVertex2i(527, 415);

glVertex2i(520, 415);

glColor3ub(27, 28, 28);

glVertex2i(520, 395);

glVertex2i(527, 395);

glVertex2i(527, 400);

glVertex2i(520, 400);

glVertex2i(520, 385);

glVertex2i(523, 385);

glVertex2i(523, 395);

glVertex2i(520, 395);

glVertex2i(525, 385);

glVertex2i(527, 385);

glVertex2i(527, 395);

glVertex2i(520, 395);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3ub(0,0,0);

glVertex2i(527, 435);

glVertex2i(520, 435);

glVertex2i(520, 426);

glEnd();

/\* //Human Train 1

glPushMatrix();

glTranslatef(\_run,50,0);

int human\_train1x = 425;

int human\_train1y = 220; //525,420

glBegin(GL\_QUADS);

glColor3ub(255, 236, 204);

glVertex2i(human\_train1x, human\_train1y);

glVertex2i(human\_train1x-5, human\_train1y);

glVertex2i(human\_train1x-5, human\_train1y+10);

glVertex2i(human\_train1x, human\_train1y+10);

glVertex2i(human\_train1x-1, human\_train1y-5);

glVertex2i(human\_train1x-4, human\_train1y-5);

glVertex2i(human\_train1x-4, human\_train1y);

glVertex2i(human\_train1x-1, human\_train1y);

// glVertex2i(human\_train1x+5, human\_train1y-20);

// glVertex2i(human\_train1x+7, human\_train1y-20);

// glVertex2i(human\_train1x+7, human\_train1y-15);

// glVertex2i(human\_train1x+5, human\_train1y-15);

glVertex2i(human\_train1x-5, human\_train1y-45);

glVertex2i(human\_train1x-2, human\_train1y-45);

glVertex2i(human\_train1x-2, human\_train1y-35);

glVertex2i(human\_train1x-5, human\_train1y-35);

glVertex2i(human\_train1x-1, human\_train1y-45);

glVertex2i(human\_train1x+3, human\_train1y-45);

glVertex2i(human\_train1x+3, human\_train1y-35);

glVertex2i(human\_train1x-1, human\_train1y-35);

glColor3ub(225, 225, 0);

glVertex2i(human\_train1x-5, human\_train1y-20);

glVertex2i(human\_train1x+2, human\_train1y-20);

glVertex2i(human\_train1x+2, human\_train1y-5);

glVertex2i(human\_train1x-5, human\_train1y-5);

glVertex2i(human\_train1x-9, human\_train1y-35);

glVertex2i(human\_train1x+6, human\_train1y-35);

glVertex2i(human\_train1x+2, human\_train1y-20);

glVertex2i(human\_train1x-5, human\_train1y-20);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3ub(0,0,0);

glVertex2i(human\_train1x+2, human\_train1y+15);

glVertex2i(human\_train1x-5, human\_train1y+15);

glVertex2i(human\_train1x-5, human\_train1y+6);

glVertex2i(human\_train1x-5, human\_train1y+15);

glVertex2i(human\_train1x-9, human\_train1y+14);

glVertex2i(human\_train1x-9, human\_train1y+6);

glEnd();

//Human Train 2

int human\_train2x = 480;

int human\_train2y = 220; //525,420

glBegin(GL\_QUADS);

glColor3ub(255, 236, 204);

glVertex2i(human\_train2x, human\_train2y);

glVertex2i(human\_train2x-5, human\_train2y);

glVertex2i(human\_train2x-5, human\_train2y+10);

glVertex2i(human\_train2x, human\_train2y+10);

glVertex2i(human\_train2x-1, human\_train2y-5);

glVertex2i(human\_train2x-4, human\_train2y-5);

glVertex2i(human\_train2x-4, human\_train2y);

glVertex2i(human\_train2x-1, human\_train2y);

glVertex2i(human\_train2x-5, human\_train2y-45);

glVertex2i(human\_train2x-2, human\_train2y-45);

glVertex2i(human\_train2x-2, human\_train2y-35);

glVertex2i(human\_train2x-5, human\_train2y-35);

glVertex2i(human\_train2x-1, human\_train2y-45);

glVertex2i(human\_train2x+3, human\_train2y-45);

glVertex2i(human\_train2x+3, human\_train2y-35);

glVertex2i(human\_train2x-1, human\_train2y-35);

glColor3ub(225, 0, 225);

glVertex2i(human\_train2x-5, human\_train2y-20);

glVertex2i(human\_train2x+2, human\_train2y-20);

glVertex2i(human\_train2x+2, human\_train2y-5);

glVertex2i(human\_train2x-5, human\_train2y-5);

glVertex2i(human\_train2x-9, human\_train2y-35);

glVertex2i(human\_train2x+6, human\_train2y-35);

glVertex2i(human\_train2x+2, human\_train2y-20);

glVertex2i(human\_train2x-5, human\_train2y-20);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3ub(0,0,0);

glVertex2i(human\_train2x+2, human\_train2y+15);

glVertex2i(human\_train2x-5, human\_train2y+15);

glVertex2i(human\_train2x-5, human\_train2y+6);

glVertex2i(human\_train2x-5, human\_train2y+15);

glVertex2i(human\_train2x-9, human\_train2y+14);

glVertex2i(human\_train2x-9, human\_train2y+6);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(20,20,200);

glVertex2i(human\_train2x+20, human\_train2y+43);

glVertex2i(human\_train2x+15, human\_train2y-2);

glVertex2i(human\_train2x+3, human\_train2y-2);

glVertex2i(human\_train2x+3, human\_train2y+33);

glEnd();

glPopMatrix(); \*/

///small tree above road

glPushMatrix();

glTranslatef(-100,0,0);

for(z=0;z<=150;++z)

{

glTranslatef(10,0,0);

glBegin(GL\_POLYGON); // first small tree from left to right

glColor3ub (50,205,50);

glVertex2i(14,345);

glVertex2i(16,356);

glVertex2i(13,350);

glVertex2i(12,361);

glVertex2i(11,350);

glVertex2i(9,356);

glVertex2i(10,345);

glEnd();

}

glPopMatrix();

///end of small tree

}

glPopMatrix();

//end of sun \*/

///big tree 1

glPushMatrix();

glTranslatef(500,400,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(15, 65);

glVertex2i(18, 70);

glVertex2i(15, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-9, 85);

glVertex2i(-12, 70);

glVertex2i(-9, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPopMatrix();

///end of big tree 1

///big tree 2

glPushMatrix();

glTranslatef(450,440,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(15, 65);

glVertex2i(18, 70);

glVertex2i(15, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-9, 85);

glVertex2i(-12, 70);

glVertex2i(-9, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPopMatrix();

///end of big tree 3

///big tree 1

glPushMatrix();

glTranslatef(550,440,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(15, 65);

glVertex2i(18, 70);

glVertex2i(15, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-9, 85);

glVertex2i(-12, 70);

glVertex2i(-9, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPopMatrix();

///end of big tree 3

///big tree 4

glPushMatrix();

glTranslatef(235,440,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(13, 65);

glVertex2i(15, 70);

glVertex2i(13, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-7, 85);

glVertex2i(-9, 70);

glVertex2i(-7, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPopMatrix();

///end of big tree 4

///big tree 5

glPushMatrix();

glTranslatef(15,440,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(13, 65);

glVertex2i(15, 70);

glVertex2i(13, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-7, 85);

glVertex2i(-9, 70);

glVertex2i(-7, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPopMatrix();

///end of big tree 5

///Mosque

glPushMatrix();

glTranslatef(876,490,0);

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(250,235,215);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=45;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+50,y+100 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=45;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+50,y+100 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(250,235,215);

glBegin(GL\_QUADS);

glVertex2i(0,100);

glVertex2i(0,0);

glVertex2i(120,0);

glVertex2i(120,100);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(0,100);

glVertex2i(0,0);

glVertex2i(120,0);

glVertex2i(120,100);

glVertex2i(0,100);

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(119,136,153);

glBegin(GL\_QUADS);

glVertex2i(-2,0);

glVertex2i(-2,-5);

glVertex2i(122,-5);

glVertex2i(122,0);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(-2,0);

glVertex2i(-2,-5);

glVertex2i(122,-5);

glVertex2i(122,0);

glVertex2i(-2,0);

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(119,136,153);

glBegin(GL\_QUADS);

glVertex2i(-2,100);

glVertex2i(-2,95);

glVertex2i(122,95);

glVertex2i(122,100);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(-2,100);

glVertex2i(-2,95);

glVertex2i(122,95);

glVertex2i(122,100);

glVertex2i(-2,100);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(199,21,133);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(119,136,153);

glBegin(GL\_QUADS);

glVertex2i(10,0);

glVertex2i(30,0);

glVertex2i(30,65);

glVertex2i(10,65);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,0);

glVertex2i(30,0);

glVertex2i(30,65);

glVertex2i(10,65);

glVertex2i(10,0);

glEnd();

glPopMatrix();

glTranslatef(40, 0, 0);

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(199,21,133);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(119,136,153);

glBegin(GL\_QUADS);

glVertex2i(10,0);

glVertex2i(30,0);

glVertex2i(30,65);

glVertex2i(10,65);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,0);

glVertex2i(30,0);

glVertex2i(30,65);

glVertex2i(10,65);

glVertex2i(10,0);

glEnd();

glPopMatrix();

glTranslatef(40, 0, 0);

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(199,21,133);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(119,136,153);

glBegin(GL\_QUADS);

glVertex2i(10,0);

glVertex2i(30,0);

glVertex2i(30,65);

glVertex2i(10,65);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,0);

glVertex2i(30,0);

glVertex2i(30,65);

glVertex2i(10,65);

glVertex2i(10,0);

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(139,69,19);

glBegin(GL\_QUADS);

glVertex2i(10,-5);

glVertex2i(30,-5);

glVertex2i(30,-155);

glVertex2i(10,-155);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,-5);

glVertex2i(30,-5);

glVertex2i(30,-155);

glVertex2i(10,-155);

glVertex2i(10,-5);

glEnd();

glPopMatrix();

glTranslatef(5, 100, 0);

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(199,21,133);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=6;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=6;

float x = r \* cos(A);

float y = r \* sin(A)+20;

glVertex2f(x+20,y+50 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glColor3ub(250,235,215);

glBegin(GL\_QUADS);

glVertex2i(15,0);

glVertex2i(25,0);

glVertex2i(22,65);

glVertex2i(18,65);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(15,0);

glVertex2i(25,0);

glVertex2i(22,65);

glVertex2i(18,65);

glVertex2i(15,0);

glEnd();

glPopMatrix();

glTranslatef(0, 72, 0);

glPushMatrix();

glColor3ub(250,235,215);

glBegin(GL\_QUADS);

glVertex2i(18,0);

glVertex2i(22,0);

glVertex2i(20,45);

glVertex2i(20,45);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(18,0);

glVertex2i(22,0);

glVertex2i(20,45);

glVertex2i(20,45);

glVertex2i(18,0);

glEnd();

glPopMatrix();

glPopMatrix();

///end of Mosque

///Stall

glPushMatrix();

glTranslatef(220, 80, 0.0);

glColor3ub(51, 153, 255);

///body

glColor3ub(149, 165, 166);

glBegin(GL\_QUADS);

glVertex2i(550, 260);

glVertex2i(550, 350);

glVertex2i(650, 350);

glVertex2i(650, 260);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(550, 260);

glVertex2i(550, 350);

glVertex2i(650, 350);

glVertex2i(650, 260);

glEnd();

///roof

glColor3ub(189, 195, 199);

glBegin(GL\_POLYGON);

glVertex2i(540, 300);

glVertex2i(560, 340);

glVertex2i(640, 340);

glVertex2i(660, 300);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(540, 300);

glVertex2i(560, 340);

glVertex2i(640, 340);

glVertex2i(660, 300);

glEnd();

///

glColor3ub(255,255,255);

glBegin(GL\_POLYGON);

glVertex2i(560, 270);

glVertex2i(560, 300);

glVertex2i(640, 300);

glVertex2i(640, 270);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(560, 270);

glVertex2i(560, 300);

glVertex2i(640, 300);

glVertex2i(640, 270);

glEnd();

glPopMatrix();

///end of stall

///road

glColor3ub(139,69,19);

glBegin(GL\_QUADS);

glVertex2i(0,340);

glVertex2i(1000,340);

glVertex2i(1000,270);

glVertex2i(0,270);

glEnd();

//glColor3ub(255, 255,255);

glBegin(GL\_QUADS);

glVertex2i(0,306);

glVertex2i(1000,306);

glVertex2i(1000,304);

glVertex2i(0,304);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(0,270);

glVertex2i(1000,270);

glVertex2i(1000,265);

glVertex2i(0,265);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(0,345);

glVertex2i(1000,345);

glVertex2i(1000,340);

glVertex2i(0,340);

glEnd();

glColor3ub(139,69,19);

glBegin(GL\_QUADS);

glVertex2i(750,460);

glVertex2i(770,460);

glVertex2i(770,320);

glVertex2i(750,320);

glEnd();

// glColor3ub(255, 255,255);

glBegin(GL\_QUADS);

glVertex2i(759.5,460);

glVertex2i(760.5,460);

glVertex2i(760.5,306);

glVertex2i(759.5,306);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(750,460);

glVertex2i(748,460);

glVertex2i(748,345);

glVertex2i(750,345);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(772,460);

glVertex2i(770,640);

glVertex2i(770,345);

glVertex2i(772,345);

glEnd();

///1st CART

glPushMatrix();

glTranslatef(\_run1, 0.0, 0.0);

glPushMatrix();

glTranslatef(40, 80, 0.0);

glPushMatrix();

glTranslatef(30, 220, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(205,133,63);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

///box of 1st CART

glColor3ub(184,134,11);

glBegin(GL\_POLYGON);

glVertex2i(8,230);

glVertex2i(60,230);

glVertex2i(56,250);

glVertex2i(45,260);

glVertex2i(35,268);

glColor3ub(218,165,32);

glVertex2i(30,270);

glVertex2i(25,268);

glVertex2i(20,260);

glVertex2i(15,255);

glVertex2i(10,235);

glEnd();

glColor3ub(25,25,112);

glBegin(GL\_LINES);

glVertex2i(20,220);

glVertex2i(40,220);

glVertex2i(30,230);

glVertex2i(30,210);

glVertex2i(37,227);

glVertex2i(23,213);

glVertex2i(37,213);

glVertex2i(23,227);

glVertex2i(5,230);

glVertex2i(100,230);

glVertex2i(100,230);

glVertex2i(100,232);

glVertex2i(100,232);

glVertex2i(5,232);

glVertex2i(7,232);

glVertex2i(7,262);

glVertex2i(17,232);

glVertex2i(17,262);

glVertex2i(27,232);

glVertex2i(27,262);

glVertex2i(37,232);

glVertex2i(37,262);

glVertex2i(47,232);

glVertex2i(47,262);

glVertex2i(57,232);

glVertex2i(57,262);

glVertex2i(7,242);

glVertex2i(59,242);

glVertex2i(7,252);

glVertex2i(59,252);

glVertex2i(99,233);

glVertex2i(97,245);

glVertex2i(101,233);

glVertex2i(103,245);

glEnd();

///COW of 1st CART

glColor3ub(238,232,170);

glBegin(GL\_QUADS);

glVertex2i(93,230);

glVertex2i(60,230);

glVertex2i(60,220);

glVertex2i(93,220);

glBegin(GL\_QUADS);

glVertex2i(60,220);

glVertex2i(60,210);

glVertex2i(63,210);

glVertex2i(63,220);

glVertex2i(65,220);

glVertex2i(65,210);

glVertex2i(68,210);

glVertex2i(68,220);

glVertex2i(85,220);

glVertex2i(85,210);

glVertex2i(88,210);

glVertex2i(88,220);

glVertex2i(90,220);

glVertex2i(90,210);

glVertex2i(93,210);

glVertex2i(93,220);

glVertex2i(97,230);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(85,230);

glVertex2i(90,230);

glVertex2i(88,240);

glVertex2i(85,230);

glBegin(GL\_QUADS);

glVertex2i(98,233);

glVertex2i(105,228);

glVertex2i(104,225);

glVertex2i(98,225);

glBegin(GL\_QUADS);

glVertex2i(93,230);

glVertex2i(98,230);

glVertex2i(98,225);

glVertex2i(93,220);

glColor3ub(245,222,179);

glBegin(GL\_QUADS);

glVertex2i(98,232);

glVertex2i(97,245);

glVertex2i(97.5,248);

glVertex2i(100,230);

glBegin(GL\_QUADS);

glVertex2i(100,232);

glVertex2i(103,245);

glVertex2i(103.5,248);

glVertex2i(101,230);

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(99,228);

glVertex2i(101,228);

glVertex2i(101,229);

glVertex2i(99,229);

glBegin(GL\_QUADS);

glVertex2i(60,210);

glVertex2i(63,210);

glVertex2i(63,205);

glVertex2i(60,205);

glBegin(GL\_QUADS);

glVertex2i(65,210);

glVertex2i(68,210);

glVertex2i(68,205);

glVertex2i(65,205);

glBegin(GL\_QUADS);

glVertex2i(85,210);

glVertex2i(85,205);

glVertex2i(88,205);

glVertex2i(88,210);

glBegin(GL\_QUADS);

glVertex2i(90,210);

glVertex2i(90,205);

glVertex2i(93,205);

glVertex2i(93,210);

glEnd();

glEnd();

glPopMatrix();

///End of COW of 1st Cart

///2nd CART

glPushMatrix();

glTranslatef(200, 90, 0.0);

glPushMatrix();

glTranslatef(30, 220, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(205,133,63);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

///box of 2nd CART

glColor3ub(184,134,11);

glBegin(GL\_POLYGON);

glVertex2i(8,230);

glVertex2i(60,230);

glVertex2i(56,250);

glVertex2i(45,260);

glVertex2i(35,268);

glColor3ub(218,165,32);

glVertex2i(30,270);

glVertex2i(25,268);

glVertex2i(20,260);

glVertex2i(15,255);

glVertex2i(10,235);

glEnd();

glColor3ub(242, 242, 237);

glBegin(GL\_LINES);

glVertex2i(20,220);

glVertex2i(40,220);

glVertex2i(30,230);

glVertex2i(30,210);

glVertex2i(37,227);

glVertex2i(23,213);

glVertex2i(37,213);

glVertex2i(23,227);

glVertex2i(5,230);

glVertex2i(100,230);

glVertex2i(100,230);

glVertex2i(100,232);

glVertex2i(100,232);

glVertex2i(5,232);

glVertex2i(7,232);

glVertex2i(7,262);

glVertex2i(17,232);

glVertex2i(17,262);

glVertex2i(27,232);

glVertex2i(27,262);

glVertex2i(37,232);

glVertex2i(37,262);

glVertex2i(47,232);

glVertex2i(47,262);

glVertex2i(57,232);

glVertex2i(57,262);

glVertex2i(7,242);

glVertex2i(59,242);

glVertex2i(7,252);

glVertex2i(59,252);

glVertex2i(99,233);

glVertex2i(97,245);

glVertex2i(101,233);

glVertex2i(103,245);

glEnd();

///COW of 2nd CART

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(93,230);

glVertex2i(60,230);

glVertex2i(60,220);

glVertex2i(93,220);

glBegin(GL\_QUADS);

glVertex2i(60,220);

glVertex2i(60,210);

glVertex2i(63,210);

glVertex2i(63,220);

glVertex2i(65,220);

glVertex2i(65,210);

glVertex2i(68,210);

glVertex2i(68,220);

glVertex2i(85,220);

glVertex2i(85,210);

glVertex2i(88,210);

glVertex2i(88,220);

glVertex2i(90,220);

glVertex2i(90,210);

glVertex2i(93,210);

glVertex2i(93,220);

glVertex2i(97,230);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(85,230);

glVertex2i(90,230);

glVertex2i(88,240);

glVertex2i(85,230);

glBegin(GL\_QUADS);

glVertex2i(98,233);

glVertex2i(105,228);

glVertex2i(104,225);

glVertex2i(98,225);

glBegin(GL\_QUADS);

glVertex2i(93,230);

glVertex2i(98,230);

glVertex2i(98,225);

glVertex2i(93,220);

glColor3ub(245,222,179);

glBegin(GL\_QUADS);

glVertex2i(98,232);

glVertex2i(97,245);

glVertex2i(97.5,248);

glVertex2i(100,230);

glBegin(GL\_QUADS);

glVertex2i(100,232);

glVertex2i(103,245);

glVertex2i(103.5,248);

glVertex2i(101,230);

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(99,228);

glVertex2i(101,228);

glVertex2i(101,229);

glVertex2i(99,229);

glBegin(GL\_QUADS);

glVertex2i(60,210);

glVertex2i(63,210);

glVertex2i(63,205);

glVertex2i(60,205);

glBegin(GL\_QUADS);

glVertex2i(65,210);

glVertex2i(68,210);

glVertex2i(68,205);

glVertex2i(65,205);

glBegin(GL\_QUADS);

glVertex2i(85,210);

glVertex2i(85,205);

glVertex2i(88,205);

glVertex2i(88,210);

glBegin(GL\_QUADS);

glVertex2i(90,210);

glVertex2i(90,205);

glVertex2i(93,205);

glVertex2i(93,210);

glEnd();

glPopMatrix();

glPopMatrix();

///End of COW of 2nd Cart

///truck

glPushMatrix();

glTranslatef(\_run8,0,0);

glPushMatrix();

glTranslatef(-20,0,0);

glTranslatef(130,290,0);

glColor3ub(0,0,255);

glBegin(GL\_QUADS);

glVertex2i(0,-3);

glVertex2i(60,-3);

glVertex2i(60,10);

glVertex2i(0,10);

glEnd();

glColor3ub(255,215,0);

glBegin(GL\_QUADS);

glVertex2i(60,-10);

glVertex2i(60,40);

glVertex2i(70,40);

glVertex2i(90,-10);

glEnd();

glColor3ub(65,105,225);

glBegin(GL\_QUADS);

glVertex2i(63,10);

glVertex2i(63,35);

glVertex2i(70.5,35);

glVertex2i(80,10);

glEnd();

glPushMatrix();

glBegin(GL\_POLYGON);

glColor3ub(0,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+20,y-7 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glBegin(GL\_POLYGON);

glColor3ub(0,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=10;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+72,y-5 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glBegin(GL\_POLYGON);

glColor3ub(176,196,222);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=7;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+20,y-7 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glBegin(GL\_POLYGON);

glColor3ub(176,196,222);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=7;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+72,y-5 );

}

glEnd();

glPopMatrix();

glTranslatef(-130,-290,0);

glTranslatef(130,70,0);

glColor3ub(184,134,11);

glBegin(GL\_POLYGON);

glVertex2i(8,230);

glVertex2i(60,230);

glVertex2i(56,250);

glVertex2i(45,260);

glVertex2i(35,268);

glColor3ub(218,165,32);

glVertex2i(30,270);

glVertex2i(25,268);

glVertex2i(20,260);

glVertex2i(15,255);

glVertex2i(10,235);

glEnd();

glPopMatrix();

glPopMatrix();

///end of truck

///big tree above train

glPushMatrix();

for(int l=0;l<=1000;++l)

{

///big tree 6

glPushMatrix();

glTranslatef(l,0,0);

glTranslatef(90,220,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(15, 65);

glVertex2i(18, 70);

glVertex2i(15, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-9, 85);

glVertex2i(-12, 70);

glVertex2i(-9, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPushMatrix();

glTranslatef(0, 56, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(128,128,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(6, 60, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(-3, 65, 0.0);

glBegin(GL\_POLYGON);

// glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(9, 63, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(3, 60, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(139,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(-2, 58, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(-1, 65, 0.0);

glBegin(GL\_POLYGON);

// glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(5, 63, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

l+=150;

///end of big tree above

}

glPopMatrix();

//rail line

glColor3ub(139,69,19);

glBegin(GL\_QUADS);

glVertex2i(0,180);

glVertex2i(0,205);

glVertex2i(1000,205);

glVertex2i(1000,180);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_QUADS);

glVertex2i(0,202);

glVertex2i(1000,202);

glVertex2i(1000,205);

glVertex2i(0,205);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_QUADS);

glVertex2i(0,180);

glVertex2i(1000,180);

glVertex2i(1000,184);

glVertex2i(0,184);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINES);

float j;

for(j=0;j<=1000;j+=20) //rail line

{

glVertex2i(10+j,180);

glVertex2i(15+j,205);

}

glEnd();

//TREE 2

glPushMatrix();

glScalef(0.50, 0.50, 0.25);

glTranslatef(1400, 500, 0);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 3

glPushMatrix();

glScalef(0.50, 0.50, 0.25);

glTranslatef(-400, 550, 0);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 4

glPushMatrix();

glScalef(0.50, 0.50, 0.25);

glTranslatef(250, 600, 0);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 5

glPushMatrix();

glTranslatef(0, 400, 0);

glScalef(0.25, 0.25, 0.25);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 6

glPushMatrix();

glTranslatef(150, 420, 0);

glScalef(0.25, 0.25, 0.25);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 7

glPushMatrix();

glTranslatef(-50, 400, 0);

glScalef(0.25, 0.25, 0.25);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 8

glPushMatrix();

glTranslatef(80, 420, 0);

glScalef(0.25, 0.25, 0.25);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

//tree 9

glPushMatrix();

glTranslatef(780, 415, 0);

glScalef(0.25, 0.25, 0.25);

glColor3f(0, 0.8, 0.2);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 340);

glVertex2i(492, 440);

glVertex2i(540, 340);

glEnd();

glColor3f(0, 0.8, 0.5);

glBegin(GL\_TRIANGLES);

glVertex2i(445, 360);

glVertex2i(492, 460);

glVertex2i(540, 360);

glEnd();

glColor3f(0.4, 0, 0.5);

glBegin(GL\_QUADS);

glVertex2i(497, 340);

glVertex2i(486, 340);

glVertex2i(486, 250);

glVertex2i(497, 250);

glEnd();

glPopMatrix();

// tree flowers

glPushMatrix();

glTranslatef(7,123, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

//flower 2

glPushMatrix();

glTranslatef(32,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 3

glPushMatrix();

glTranslatef(58,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 4

glPushMatrix();

glTranslatef(212,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 5

glPushMatrix();

glTranslatef(244,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

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glTranslatef(0, 0, 0);

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glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 6

glPushMatrix();

glTranslatef(276,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 7

glPushMatrix();

glTranslatef(539,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 8

glPushMatrix();

glTranslatef(566,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 9

glPushMatrix();

glTranslatef(590,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 10

glPushMatrix();

glTranslatef(614,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 11

glPushMatrix();

glTranslatef(745,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 12

glPushMatrix();

glTranslatef(764,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 13

glPushMatrix();

glTranslatef(783,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 14

glPushMatrix();

glTranslatef(801,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

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glTranslatef(0, 0, 0);

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glColor3ub(255,0,0);

for(int i=0;i<200;i++)

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float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 15

glPushMatrix();

glTranslatef(915,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 16

glPushMatrix();

glTranslatef(931,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

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float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

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glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

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glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

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for(int i=0;i<200;i++)

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for(int i=0;i<200;i++)

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float pi=3.1416;

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float x = r \* cos(A);

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glVertex2f(x+8,y+37 );

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glEnd();

glPopMatrix();

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glTranslatef(0, 0, 0);

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for(int i=0;i<200;i++)

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glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

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glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

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glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

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float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 17

glPushMatrix();

glTranslatef(947,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 18

glPushMatrix();

glTranslatef(963,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

///flowers 19

glPushMatrix();

glTranslatef(979,0, 0.0);

/\* glColor3ub(128,255,0);

glBegin(GL\_QUADS);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(3,0);

glVertex2i(7,0);

glVertex2i(6, 40);

glVertex2i(4,40);

glVertex2i(3,0);

glEnd(); \*/

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(154,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+5,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+0,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+10,y+42 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+47 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+8,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+3,y+37 );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPopMatrix();

///river

glPushMatrix();

glColor3ub (85,107,47);

glBegin(GL\_POLYGON); // green small design left to right 1

glVertex2i(16,140);

glVertex2i(21,168);

glVertex2i(14,150);

glVertex2i(12,170);

glVertex2i(9.2,150);

glVertex2i(1,168);

glVertex2i(5,140);

glEnd();

//glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 2

glVertex2i(48,140);

glVertex2i(53,168);

glVertex2i(46,150);

glVertex2i(44,170);

glVertex2i(41,150);

glVertex2i(33,168);

glVertex2i(37,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 3

glVertex2i(74,140);

glVertex2i(79,168);

glVertex2i(72,150);

glVertex2i(70,170);

glVertex2i(67,150);

glVertex2i(59,168);

glVertex2i(63,140);

glEnd();

glColor3ub (128,128,0);

glBegin(GL\_POLYGON); // green small design left to right 4

glVertex2i(228,140);

glVertex2i(233.75,168);

glVertex2i(226.75,150);

glVertex2i(224.9,170);

glVertex2i(221.2,150);

glVertex2i(213,168);

glVertex2i(217,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 5

glVertex2i(260,140);

glVertex2i(265.75,168);

glVertex2i(258.75,150);

glVertex2i(256.9,170);

glVertex2i(253.2,150);

glVertex2i(245,168);

glVertex2i(249,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 6

glVertex2i(292,140);

glVertex2i(297.75,168);

glVertex2i(290.75,150);

glVertex2i(288.9,170);

glVertex2i(285.2,150);

glVertex2i(272,168);

glVertex2i(281,140);

glEnd();

glColor3ub (85,107,47);

glBegin(GL\_POLYGON); // green small design left to right 7

glVertex2i(558,140);

glVertex2i(563,168);

glVertex2i(556,150);

glVertex2i(554,170);

glVertex2i(551,150);

glVertex2i(543,168);

glVertex2i(547,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 8

glVertex2i(582,140);

glVertex2i(587,168);

glVertex2i(580,150);

glVertex2i(578,170);

glVertex2i(575,150);

glVertex2i(567,168);

glVertex2i(571,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 9

glVertex2i(606,140);

glVertex2i(611,168);

glVertex2i(604,150);

glVertex2i(602,170);

glVertex2i(599,150);

glVertex2i(591,168);

glVertex2i(595,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 10

glVertex2i(630,140);

glVertex2i(635,168);

glVertex2i(628,150);

glVertex2i(626,170);

glVertex2i(623,150);

glVertex2i(615,168);

glVertex2i(619,140);

glEnd();

glColor3ub (128,128,0);

glBegin(GL\_POLYGON); // green small design left to right 11

glVertex2i(761,140);

glVertex2i(766,168);

glVertex2i(754,150);

glVertex2i(752,170);

glVertex2i(749,150);

glVertex2i(741,168);

glVertex2i(750,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 12

glVertex2i(780,140);

glVertex2i(785,168);

glVertex2i(778,150);

glVertex2i(776,170);

glVertex2i(773,150);

glVertex2i(765,168);

glVertex2i(769,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 13

glVertex2i(799,140);

glVertex2i(804,168);

glVertex2i(797,150);

glVertex2i(795,170);

glVertex2i(792,150);

glVertex2i(784,168);

glVertex2i(788,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 14

glVertex2i(817,140);

glVertex2i(822,168);

glVertex2i(815,150);

glVertex2i(813,170);

glVertex2i(810,150);

glVertex2i(802,168);

glVertex2i(806,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 15

glVertex2i(931,140);

glVertex2i(936,168);

glVertex2i(929,150);

glVertex2i(927,170);

glVertex2i(924,150);

glVertex2i(916,168);

glVertex2i(920,140);

glEnd();

glColor3ub (85,107,47);

glBegin(GL\_POLYGON); // green small design left to right 16

glVertex2i(947,140);

glVertex2i(952,168);

glVertex2i(945,150);

glVertex2i(943,170);

glVertex2i(940,150);

glVertex2i(932,168);

glVertex2i(936,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 17

glVertex2i(963,140);

glVertex2i(968,168);

glVertex2i(961,150);

glVertex2i(959,170);

glVertex2i(956,150);

glVertex2i(948,168);

glVertex2i(952,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 18

glVertex2i(979,140);

glVertex2i(984,168);

glVertex2i(977,150);

glVertex2i(975,170);

glVertex2i(972,150);

glVertex2i(964,168);

glVertex2i(968,140);

glEnd();

// glColor3ub (60,179,113);

glBegin(GL\_POLYGON); // green small design left to right 19

glVertex2i(995,140);

glVertex2i(1000,168);

glVertex2i(993,150);

glVertex2i(991,170);

glVertex2i(988,150);

glVertex2i(980,168);

glVertex2i(984,140);

glEnd();

glPopMatrix();

///poddo ful

glPushMatrix();

///poddo ful 1

glTranslatef(-200,75, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 2

glTranslatef(15,-5, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 3

glTranslatef(-30,0, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 4

glTranslatef(15,-10, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

///poddo pata 1

glTranslatef(-20,-20, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,-13, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(15,0, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,7, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPushMatrix();

///poddo ful 1

glTranslatef(400,75, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 2

glTranslatef(15,-5, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 3

glTranslatef(-30,0, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 4

glTranslatef(15,-10, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(255,255,255);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

///poddo pata 1

glTranslatef(-20,-20, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,-13, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(15,0, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,7, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPushMatrix();

///poddo ful 1

glTranslatef(200,75, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 2

glTranslatef(15,-5, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 3

glTranslatef(-30,0, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 4

glTranslatef(15,-10, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

///poddo pata 1

glTranslatef(-20,-20, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,-13, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(15,0, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,7, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPushMatrix();

///poddo ful 1

glTranslatef(-400,80, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 2

glTranslatef(15,-5, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 3

glTranslatef(-30,0, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 4

glTranslatef(15,-10, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

///poddo pata 1

glTranslatef(-20,-20, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,-13, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(15,0, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,7, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPushMatrix();

///poddo ful 1

glTranslatef(0,70, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 2

glTranslatef(15,-5, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 3

glTranslatef(-30,0, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

///poddo ful 4

glTranslatef(15,-10, 0.0);

glPushMatrix();

glTranslatef(500,70, 0.0);

glColor3ub(0,255,0);

glBegin(GL\_QUADS);

glVertex2i(-1,0);

glVertex2i(-1,-15);

glVertex2i(1,-15);

glVertex2i(1,-0);

glEnd();

glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(487,80, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(0,0);

glVertex2i(6,-3);

glVertex2i(12, 0);

glVertex2i(6,3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,82, 0.0);

//glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(500,65, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-2.5,7);

glVertex2i(0,0);

glVertex2i(2.5,7);

glVertex2i(0,16);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,88, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,5);

glVertex2i(4,-2.5);

glVertex2i(12,-9);

glVertex2i(5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(489,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(1,-5);

glVertex2i(4,2.5);

glVertex2i(12,9);

glVertex2i(5,-3);

glEnd();

//glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,89, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,5);

glVertex2i(-4,-2.5);

glVertex2i(-12,-9);

glVertex2i(-5,3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(511,72, 0.0);

// glColor3ub(220,20,60);

glBegin(GL\_POLYGON);

glVertex2i(-1,-5);

glVertex2i(-4,2.5);

glVertex2i(-12,9);

glVertex2i(-5,-3);

glEnd();

// glColor3ub(220,20,60);

glBegin(GL\_LINE\_STRIP);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,165,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=3;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

///poddo pata 1

glTranslatef(-20,-20, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,-13, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(15,0, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glTranslatef(10,7, 0);

glBegin(GL\_POLYGON);

glColor3ub(85,107,47);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=8;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+500,y+80 );

}

glEnd();

glPopMatrix();

glPopMatrix();

//end of podddo ful

///Left Moving Boat

glPushMatrix();

glTranslatef(-\_run,0.0, 0.0);

///boat 2

glPushMatrix();

glTranslatef(200, 35, 0);

glColor3ub(139,69,19);

glBegin(GL\_QUADS);

glVertex2i(190, 60);

glVertex2i(110, 60);

glColor3ub(0,0,205);

glVertex2i(130, 40);

glVertex2i(170, 40);

glEnd();

glColor3ub(46,139,87);

glBegin(GL\_QUADS);

glVertex2i(150, 80);

glVertex2i(170, 80);

glColor3ub (47,79,79);

glVertex2i(170, 60);

glVertex2i(150, 60);

glEnd();

//boat pall bamboo

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(160, 115);

glVertex2i(162, 115);

glVertex2i(162, 80);

glVertex2i(160, 80);

glEnd();

//pall pakha

glColor3ub(0,0,0);

glBegin(GL\_POLYGON);

glVertex2i(145, 95);

glVertex2i(148,80);

glVertex2i(158,80);

glVertex2i(156, 95);

glColor3ub(135,206,250);

glVertex2i(158,115);

glVertex2i(150, 115);

glEnd();

//boat man 2

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(112, 75);

glVertex2i(117, 75);

glVertex2i(118, 60);

glVertex2i(112, 60);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(102, 42);

glVertex2i(102, 40);

glVertex2i(132, 82);

glVertex2i(132, 83);

glEnd();

glColor3ub(245,222,179);

glBegin(GL\_QUADS);

glVertex2i(115, 72);

glVertex2i(115, 70);

glVertex2i(122, 72);

glVertex2i(122, 73);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(113, 80);

glVertex2i(115, 80);

glVertex2i(115, 75);

glVertex2i(113, 75);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_POLYGON);

glVertex2i(111,80);

glVertex2i(117, 80);

glVertex2i(115,83);

glVertex2i(114,88);

glVertex2i(113,83);

glVertex2i(111,80);

glEnd();

glPopMatrix();

glPopMatrix();

///Right Moving Boat

glPushMatrix();

glTranslatef(\_run, 0.0, 0.0);

///boat 1

glPushMatrix();

glColor3ub(169,69,19);

glBegin(GL\_QUADS);

glVertex2i(190, 60);

glVertex2i(110, 60);

glColor3ub(0,0,205);

glVertex2i(130, 40);

glVertex2i(170, 40);

glEnd();

glColor3ub(138,43,226);

glBegin(GL\_QUADS);

glVertex2i(130, 80);

glVertex2i(150, 80);

glColor3ub(75,0,130);

glVertex2i(150, 60);

glVertex2i(130, 60);

glEnd();

//boat man 1

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(112, 75);

glVertex2i(117, 75);

glVertex2i(118, 60);

glVertex2i(112, 60);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(102, 42);

glVertex2i(102, 40);

glVertex2i(132, 82);

glVertex2i(132, 83);

glEnd();

glColor3ub(245,222,179);

glBegin(GL\_QUADS);

glVertex2i(115, 72);

glVertex2i(115, 70);

glVertex2i(122, 72);

glVertex2i(122, 73);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(113, 80);

glVertex2i(115, 80);

glVertex2i(115, 75);

glVertex2i(113, 75);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_POLYGON);

glVertex2i(111,80);

glVertex2i(117, 80);

glVertex2i(115,83);

glVertex2i(114,88);

glVertex2i(113,83);

glVertex2i(111,80);

glEnd();

glPopMatrix();

///boat 2

glPushMatrix();

glTranslatef(500, 15, 0);

glColor3ub(199,21,133);

glBegin(GL\_QUADS);

glVertex2i(110, 60);

glVertex2i(190, 60);

glColor3ub(0,0,0);

glVertex2i(170, 40);

glVertex2i(130, 40);

glEnd();

glColor3ub(169,169,169);

glBegin(GL\_QUADS);

glVertex2i(130, 80);

glVertex2i(150, 80);

glColor3ub(105,105,105);

glVertex2i(150, 60);

glVertex2i(130, 60);

glEnd();

//boat 1 pall bamboo

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(140, 115);

glVertex2i(142, 115);

glVertex2i(142, 80);

glVertex2i(140, 80);

glEnd();

//pall 1 pakha

glColor3ub(199,21,133);

glBegin(GL\_POLYGON);

glVertex2i(144,95);

glVertex2i(142, 80);

glVertex2i(152, 80);

glVertex2i(155, 95);

glVertex2i(150,115);

glVertex2i(142, 115);

glEnd();

//boat man 1

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(112, 75);

glVertex2i(117, 75);

glVertex2i(118, 60);

glVertex2i(112, 60);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(102, 42);

glVertex2i(102, 40);

glVertex2i(132, 82);

glVertex2i(132, 83);

glEnd();

glColor3ub(245,222,179);

glBegin(GL\_QUADS);

glVertex2i(115, 72);

glVertex2i(115, 70);

glVertex2i(122, 72);

glVertex2i(122, 73);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(113, 80);

glVertex2i(115, 80);

glVertex2i(115, 75);

glVertex2i(113, 75);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_POLYGON);

glVertex2i(111,80);

glVertex2i(117, 80);

glVertex2i(115,83);

glVertex2i(114,88);

glVertex2i(113,83);

glVertex2i(111,80);

glEnd();

glPopMatrix();

///Man boat 3

glPushMatrix();

glTranslatef(300, 0, 0);

glColor3ub(184,134,11);

glBegin(GL\_QUADS);

glVertex2i(130, 40);

glVertex2i(110, 55);

glVertex2i(150, 55);

glVertex2i(170, 40);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_POLYGON);

glVertex2i(152,75);

glVertex2i(158, 75);

glVertex2i(156,78);

glVertex2i(155,85);

glVertex2i(154,78);

glVertex2i(152,75);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(145,90);

glVertex2i(147, 90);

glVertex2i(175,38);

glVertex2i(173,38);

glEnd();

glColor3ub(255,228,181);

glBegin(GL\_QUADS);

glVertex2i(152, 70);

glVertex2i(158, 70);

glVertex2i(158,60);

glVertex2i(152, 60);

glEnd();

glColor3ub(112,128,144);

glBegin(GL\_QUADS);

glVertex2i(148, 45);

glVertex2i(163, 45);

glVertex2i(158,60);

glVertex2i(152, 60);

glEnd();

glColor3ub(255,228,181);

glBegin(GL\_QUADS);

glVertex2i(156, 45);

glVertex2i(158, 45);

glVertex2i(158,40);

glVertex2i(156, 40);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(152, 45);

glVertex2i(154, 45);

glVertex2i(154,40);

glVertex2i(152, 40);

glEnd();

glColor3ub(244,164,96);

glBegin(GL\_QUADS);

glVertex2i(156, 42);

glVertex2i(160, 42);

glVertex2i(160,40);

glVertex2i(156, 40);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(150, 42);

glVertex2i(154, 42);

glVertex2i(154,40);

glVertex2i(150, 40);

glEnd();

glColor3ub(255,228,181);

glBegin(GL\_QUADS);

glVertex2i(154,75);

glVertex2i(156, 75);

glVertex2i(156,70);

glVertex2i(154,70);

glEnd();

//boat 1 pall bamboo

glColor3ub(184,134,11);

glBegin(GL\_QUADS);

glVertex2i(140, 115);

glVertex2i(142, 115);

glVertex2i(142, 50);

glVertex2i(140, 50);

glEnd();

//pall 1 pakha

glColor3ub(0,100,0);

glBegin(GL\_POLYGON);

glVertex2i(144,95);

glVertex2i(142, 70);

glVertex2i(152, 70);

glColor3ub(50,205,50);

glVertex2i(155, 95);

glVertex2i(150,115);

glVertex2i(142, 115);

glEnd();

glPopMatrix();

glPopMatrix();

///Left Moving Boat

glPushMatrix();

glTranslatef(-\_run, 0.0, 0.0);

///boat 3

glPushMatrix();

glTranslatef(700, -30, 0);

glColor3ub(199,21,133);

glBegin(GL\_QUADS);

glVertex2i(100, 65);

glVertex2i(220, 65);

glColor3ub(0,0,0);

glVertex2i(190, 40);

glVertex2i(130, 40);

glEnd();

glColor3ub(178,34,34);

glBegin(GL\_QUADS);

glVertex2i(190, 88);

glVertex2i(150, 88);

glColor3ub(128,0,0);

glVertex2i(150, 65);

glVertex2i(190, 65);

glEnd();

//boat 1 pall bamboo

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(160, 140);

glVertex2i(162, 140);

glVertex2i(162, 88);

glVertex2i(160, 88);

glEnd();

//pall 1 pakha

glColor3ub(0,128,0);

glBegin(GL\_POLYGON);

glVertex2i(162,105);

glVertex2i(205,105);

glVertex2i(205,135);

glVertex2i(162,135);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_POLYGON);

glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=6;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+183.5,y+120 );

}

glEnd();

glPopMatrix();

//boat man 1

glColor3ub(0,0,0);

glBegin(GL\_QUADS);

glVertex2i(112, 75);

glVertex2i(117, 75);

glVertex2i(118, 65);

glVertex2i(112, 65);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(102, 42);

glVertex2i(102, 40);

glVertex2i(132, 82);

glVertex2i(132, 83);

glEnd();

glColor3ub(245,222,179);

glBegin(GL\_QUADS);

glVertex2i(115, 72);

glVertex2i(115, 70);

glVertex2i(122, 72);

glVertex2i(122, 73);

glEnd();

glBegin(GL\_QUADS);

glVertex2i(113, 80);

glVertex2i(115, 80);

glVertex2i(115, 75);

glVertex2i(113, 75);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_POLYGON);

glVertex2i(111,80);

glVertex2i(117, 80);

glVertex2i(115,83);

glVertex2i(114,88);

glVertex2i(113,83);

glVertex2i(111,80);

glEnd();

glPopMatrix();

glPopMatrix();

//End 4/16/2021

///FENCE

glPushMatrix();

glTranslatef(0, 10, 0.0);

glColor3ub(0, 0, 0);

glLineWidth(2);

glBegin(GL\_LINES);

///backside

glVertex2i(30, 400);

glVertex2i(480, 400);

glVertex2i(30, 415);

glVertex2i(480, 415);

glVertex2i(30, 430);

glVertex2i(480, 430);

///leftside

glVertex2i(30, 400);

glVertex2i(10, 350);

glVertex2i(30, 415);

glVertex2i(10, 365);

glVertex2i(30, 430);

glVertex2i(10, 380);

///rightside

glVertex2i(500, 350);

glVertex2i(480, 400);

glVertex2i(500, 365);

glVertex2i(480, 415);

glVertex2i(500, 380);

glVertex2i(480, 430);

///perpendicular fence

///backside

int x = 30;

for(int i = 0; i < 46; i++)

{

glVertex2i(x, 445);

glVertex2i(x, 385);

x = x + 10;

}

///leftside

glVertex2i(25, 430);

glVertex2i(25, 370);

glVertex2i(20, 423);

glVertex2i(20, 363);

glVertex2i(15, 412);

glVertex2i(15, 352);

glVertex2i(10, 403);

glVertex2i(10, 343);

///rightside

glVertex2i(485, 430);

glVertex2i(485, 370);

glVertex2i(490, 423);

glVertex2i(490, 363);

glVertex2i(495, 412);

glVertex2i(495, 352);

glVertex2i(500, 403);

glVertex2i(500, 343);

glEnd();

glPopMatrix();

///small home

glPushMatrix();

glTranslatef(-20, 80, 0.0);

glColor3ub(204, 102, 0);

glBegin(GL\_POLYGON);

glVertex2i(80, 310);

glVertex2i(80, 390);

glVertex2i(140, 390);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(80, 310);

glVertex2i(80, 390);

glVertex2i(140, 390);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 123, 240);

glBegin(GL\_TRIANGLES);

glVertex2i(80, 390);

glVertex2i(110, 450);

glVertex2i(140, 390);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(80, 390);

glVertex2i(110, 450);

glVertex2i(140, 390);

glEnd();

glColor3ub(204, 102, 0);

glBegin(GL\_POLYGON);

glVertex2i(140, 390);

glVertex2i(240, 390);

glVertex2i(240, 310);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(140, 390);

glVertex2i(240, 390);

glVertex2i(240, 310);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(255, 0, 0);

glBegin(GL\_POLYGON);

glVertex2i(110, 450);

glVertex2i(200, 450);

glVertex2i(240, 390);

glVertex2i(140, 390);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(110, 450);

glVertex2i(200, 450);

glVertex2i(240, 390);

glVertex2i(140, 390);

//glPopMatrix();

glEnd();

///Door

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(100, 310);

glVertex2i(100, 370);

glVertex2i(120, 370);

glVertex2i(120, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(100, 310);

glVertex2i(100, 370);

glVertex2i(120, 370);

glVertex2i(120, 310);

glEnd();

///Window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(160, 370);

glVertex2i(180, 370);

glVertex2i(180, 340);

glVertex2i(160, 340);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(160, 370);

glVertex2i(180, 370);

glVertex2i(180, 340);

glVertex2i(160, 340);

//glPopMatrix();

glEnd();

///Window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(220, 370);

glVertex2i(200, 370);

glVertex2i(200, 340);

glVertex2i(220, 340);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(220, 370);

glVertex2i(200, 370);

glVertex2i(200, 340);

glVertex2i(220, 340);

glEnd();

glPopMatrix();

///small home2

glPushMatrix();

glTranslatef(200, 80, 0.0);

glColor3ub(204, 102, 0);

glBegin(GL\_POLYGON);

glVertex2i(80, 310);

glVertex2i(80, 390);

glVertex2i(140, 390);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(80, 310);

glVertex2i(80, 390);

glVertex2i(140, 390);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 123, 240);

glBegin(GL\_TRIANGLES);

glVertex2i(80, 390);

glVertex2i(110, 450);

glVertex2i(140, 390);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(80, 390);

glVertex2i(110, 450);

glVertex2i(140, 390);

glEnd();

glColor3ub(204, 102, 0);

glBegin(GL\_POLYGON);

glVertex2i(140, 390);

glVertex2i(240, 390);

glVertex2i(240, 310);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(140, 390);

glVertex2i(240, 390);

glVertex2i(240, 310);

glVertex2i(140, 310);

//glPopMatrix();

glEnd();

glColor3ub(255, 0, 0);

glBegin(GL\_POLYGON);

glVertex2i(110, 450);

glVertex2i(200, 450);

glVertex2i(240, 390);

glVertex2i(140, 390);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(110, 450);

glVertex2i(200, 450);

glVertex2i(240, 390);

glVertex2i(140, 390);

//glPopMatrix();

glEnd();

///Door

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(100, 310);

glVertex2i(100, 370);

glVertex2i(120, 370);

glVertex2i(120, 310);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(100, 310);

glVertex2i(100, 370);

glVertex2i(120, 370);

glVertex2i(120, 310);

glEnd();

///Window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(160, 370);

glVertex2i(180, 370);

glVertex2i(180, 340);

glVertex2i(160, 340);

//glPopMatrix();

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(160, 370);

glVertex2i(180, 370);

glVertex2i(180, 340);

glVertex2i(160, 340);

//glPopMatrix();

glEnd();

///Window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(220, 370);

glVertex2i(200, 370);

glVertex2i(200, 340);

glVertex2i(220, 340);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(220, 370);

glVertex2i(200, 370);

glVertex2i(200, 340);

glVertex2i(220, 340);

glEnd();

glPopMatrix();

///well

glPushMatrix();

glTranslatef(50, 110, 0.0);

glColor3ub(51, 153, 255);

glBegin(GL\_POLYGON);

glVertex2i(180, 300);

glVertex2i(200, 290);

glVertex2i(220, 290);

glVertex2i(240, 300);

glVertex2i(220, 310);

glVertex2i(200, 310);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(180, 300);

glVertex2i(200, 290);

glVertex2i(220, 290);

glVertex2i(240, 300);

glVertex2i(220, 310);

glVertex2i(200, 310);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(153, 102, 51);

glVertex2i(180, 260);

glVertex2i(200, 250);

glVertex2i(220, 250);

glVertex2i(240, 260);

glVertex2i(240, 300);

glVertex2i(220, 290);

glVertex2i(200, 290);

glVertex2i(180, 300);

glEnd();

glBegin(GL\_LINE\_LOOP);

glColor3ub(0, 0, 0);

glVertex2i(180, 260);

glVertex2i(200, 250);

glVertex2i(220, 250);

glVertex2i(240, 260);

glVertex2i(240, 300);

glVertex2i(220, 290);

glVertex2i(200, 290);

glVertex2i(180, 300);

glEnd();

///Well's upper part

glBegin(GL\_LINE\_STRIP);

glColor3ub(0, 0, 0);

glVertex2i(180, 300);

glVertex2i(180, 340);

glVertex2i(240, 340);

glVertex2i(240, 300);

glEnd();

glBegin(GL\_POLYGON);

glColor3ub(153, 102, 51);

glVertex2i(200, 330);

glVertex2i(200, 350);

glVertex2i(220, 350);

glVertex2i(220, 330);

glEnd();

glBegin(GL\_LINE\_LOOP);

glColor3ub(0, 0, 0);

glVertex2i(200, 330);

glVertex2i(200, 350);

glVertex2i(220, 350);

glVertex2i(220, 330);

glEnd();

glPopMatrix();

///School

///School

glPushMatrix();

glTranslatef(240, 180, 0);

glScalef(0.80, 0.80, 0);

/// Middle body

glColor3ub(173, 151, 9);

glBegin(GL\_QUADS);

glVertex2i(550, 350);

glVertex2i(550, 525);

glVertex2i(750, 525);

glVertex2i(750, 350);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(550, 350);

glVertex2i(550, 525);

glVertex2i(750, 525);

glVertex2i(750, 350);

glEnd();

///window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(570, 370);

glVertex2i(620, 370);

glVertex2i(620, 420);

glVertex2i(570, 420);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(570, 370);

glVertex2i(620, 370);

glVertex2i(620, 420);

glVertex2i(570, 420);

glEnd();

/// 2nd window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(680, 370);

glVertex2i(730, 370);

glVertex2i(730, 420);

glVertex2i(680, 420);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(680, 370);

glVertex2i(730, 370);

glVertex2i(730, 420);

glVertex2i(680, 420);

glEnd();

///3rd window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(680, 460);

glVertex2i(730, 460);

glVertex2i(730, 505);

glVertex2i(680, 505);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(680, 460);

glVertex2i(730, 460);

glVertex2i(730, 505);

glVertex2i(680, 505);

glEnd();

///4th window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(620, 460);

glVertex2i(670, 460);

glVertex2i(670, 505);

glVertex2i(620, 505);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(620, 460);

glVertex2i(670, 460);

glVertex2i(670, 505);

glVertex2i(620, 505);

glEnd();

///5th window

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(560, 460);

glVertex2i(610, 460);

glVertex2i(610, 505);

glVertex2i(560, 505);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(560, 460);

glVertex2i(610, 460);

glVertex2i(610, 505);

glVertex2i(560, 505);

glEnd();

///Door

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(635, 350);

glVertex2i(665, 350);

glVertex2i(665, 400);

glVertex2i(635, 400);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(635, 350);

glVertex2i(665, 350);

glVertex2i(665, 400);

glVertex2i(635, 400);

glEnd();

///MIDDLE BODY UPPER

glColor3ub(0, 102, 102);

glBegin(GL\_POLYGON);

glVertex2i(750, 525);

glVertex2i(730, 550);

glVertex2i(500, 550);

glVertex2i(480, 525);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(750, 525);

glVertex2i(730, 550);

glVertex2i(500, 550);

glVertex2i(480, 525);

glEnd();

///left body

glColor3ub(255, 0, 0);

glBegin(GL\_POLYGON);

glVertex2i(420, 260);

glVertex2i(520, 260);

glVertex2i(520, 435);

glVertex2i(420, 435);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(420, 260);

glVertex2i(520, 260);

glVertex2i(520, 435);

glVertex2i(420, 435);

glEnd();

///wINDOW

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(440, 280);

glVertex2i(500, 280);

glVertex2i(500, 330);

glVertex2i(440, 330);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(440, 280);

glVertex2i(500, 280);

glVertex2i(500, 330);

glVertex2i(440, 330);

glEnd();

///wINDOW2

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(440, 370);

glVertex2i(500, 370);

glVertex2i(500, 420);

glVertex2i(440, 420);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(440, 370);

glVertex2i(500, 370);

glVertex2i(500, 420);

glVertex2i(440, 420);

glEnd();

///LEFT BODY SIDE

glColor3ub(255, 0, 0);

glBegin(GL\_POLYGON);

glVertex2i(520, 260);

glVertex2i(550, 350);

glVertex2i(550, 525);

glVertex2i(520, 435);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(520, 260);

glVertex2i(550, 350);

glVertex2i(550, 525);

glVertex2i(520, 435);

glEnd();

///LEFT SIDE UPPER PART

glColor3ub(0, 102, 102);

glBegin(GL\_POLYGON);

glVertex2i(420, 435);

glVertex2i(520, 435);

glVertex2i(550, 525);

glVertex2i(480, 525);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(420, 435);

glVertex2i(520, 435);

glVertex2i(550, 525);

glVertex2i(480, 525);

glEnd();

///DEVIDING FLOOR

glColor3ub(0, 0, 0);

glBegin(GL\_LINES);

///LEFT BODY

glVertex2i(420, 348);

glVertex2i(520, 348);

///MAIN BODY

glVertex2i(550, 438);

glVertex2i(750, 438);

///LEFT BODY SIDE

glVertex2i(520, 348);

glVertex2i(550, 438);

glEnd();

glPopMatrix();

///Making of Rail Body

///Making the first carriage body (from left

int carriagePosX = 25, carriagePosY = 207;

glPushMatrix();

glTranslatef(\_ang\_tri, 0.0, 0.0);

glColor3ub(133, 129, 129);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY+50);

glVertex2i(carriagePosX, carriagePosY+50);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+10, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+40);

glVertex2i(carriagePosX+10, carriagePosY+40);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+30, carriagePosY+25);

glVertex2i(carriagePosX+40, carriagePosY+25);

glVertex2i(carriagePosX+40, carriagePosY+40);

glVertex2i(carriagePosX+30, carriagePosY+40);

glEnd();

glColor3f(1.0, 1.0, 1.0);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+50, carriagePosY+25);

glVertex2i(carriagePosX+60, carriagePosY+25);

glVertex2i(carriagePosX+60, carriagePosY+40);

glVertex2i(carriagePosX+50, carriagePosY+40);

glEnd();

glColor3ub(0, 0, 150);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY+10);

glVertex2i(carriagePosX+70, carriagePosY+10);

glVertex2i(carriagePosX+70, carriagePosY+15);

glVertex2i(carriagePosX, carriagePosY+15);

glEnd();

glColor3ub(61, 61, 61);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+80, carriagePosY+10);

glVertex2i(carriagePosX+80, carriagePosY+68);

glVertex2i(carriagePosX+70, carriagePosY+50);

glEnd();

glColor3ub(95,95,95);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+1, carriagePosY+50);

glVertex2i(carriagePosX+71, carriagePosY+50);

glVertex2i(carriagePosX+80, carriagePosY+70);

glVertex2i(carriagePosX+15, carriagePosY+70);

glEnd();

glPushMatrix();

glTranslatef(carriagePosX+15, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(carriagePosX+55, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

///Making second carriage body (from left)

glPushMatrix();

glTranslatef(75, 0, 0);

glColor3ub(133, 129, 129);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY+50);

glVertex2i(carriagePosX, carriagePosY+50);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+10, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+40);

glVertex2i(carriagePosX+10, carriagePosY+40);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+30, carriagePosY+25);

glVertex2i(carriagePosX+40, carriagePosY+25);

glVertex2i(carriagePosX+40, carriagePosY+40);

glVertex2i(carriagePosX+30, carriagePosY+40);

glEnd();

glColor3f(1.0, 1.0, 1.0);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+50, carriagePosY+25);

glVertex2i(carriagePosX+60, carriagePosY+25);

glVertex2i(carriagePosX+60, carriagePosY+40);

glVertex2i(carriagePosX+50, carriagePosY+40);

glEnd();

glColor3ub(0, 0, 150);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY+10);

glVertex2i(carriagePosX+70, carriagePosY+10);

glVertex2i(carriagePosX+70, carriagePosY+15);

glVertex2i(carriagePosX, carriagePosY+15);

glEnd();

glColor3ub(61, 61, 61);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+80, carriagePosY+10);

glVertex2i(carriagePosX+80, carriagePosY+68);

glVertex2i(carriagePosX+70, carriagePosY+50);

glEnd();

glColor3ub(95,95,95);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+1, carriagePosY+50);

glVertex2i(carriagePosX+71, carriagePosY+50);

glVertex2i(carriagePosX+80, carriagePosY+70);

glVertex2i(carriagePosX+15, carriagePosY+70);

glEnd();

glPushMatrix();

glTranslatef(carriagePosX+15, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

///Making third carriage body (from left)

glPushMatrix();

glTranslatef(carriagePosX+55, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

glPopMatrix();

glPushMatrix();

glTranslatef(150, 0, 0);

glColor3ub(133, 129, 129);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY+50);

glVertex2i(carriagePosX, carriagePosY+50);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+10, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+40);

glVertex2i(carriagePosX+10, carriagePosY+40);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+30, carriagePosY+25);

glVertex2i(carriagePosX+40, carriagePosY+25);

glVertex2i(carriagePosX+40, carriagePosY+40);

glVertex2i(carriagePosX+30, carriagePosY+40);

glEnd();

glColor3f(1.0, 1.0, 1.0);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+50, carriagePosY+25);

glVertex2i(carriagePosX+60, carriagePosY+25);

glVertex2i(carriagePosX+60, carriagePosY+40);

glVertex2i(carriagePosX+50, carriagePosY+40);

glEnd();

glColor3ub(0, 0, 150);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY+10);

glVertex2i(carriagePosX+70, carriagePosY+10);

glVertex2i(carriagePosX+70, carriagePosY+15);

glVertex2i(carriagePosX, carriagePosY+15);

glEnd();

glColor3ub(61, 61, 61);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+80, carriagePosY+10);

glVertex2i(carriagePosX+80, carriagePosY+68);

glVertex2i(carriagePosX+70, carriagePosY+50);

glEnd();

glColor3ub(95,95,95);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+1, carriagePosY+50);

glVertex2i(carriagePosX+71, carriagePosY+50);

glVertex2i(carriagePosX+80, carriagePosY+70);

glVertex2i(carriagePosX+15, carriagePosY+70);

glEnd();

glPushMatrix();

glTranslatef(carriagePosX+15, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(carriagePosX+55, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

glPopMatrix();

///Making final carriage body (from left)

glPushMatrix();

glTranslatef(225, 0, 0);

glColor3ub(133, 129, 129);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY);

glVertex2i(carriagePosX+30, carriagePosY);

glVertex2i(carriagePosX+30, carriagePosY+70);

glVertex2i(carriagePosX, carriagePosY+70);

glVertex2i(carriagePosX+30, carriagePosY+50);

glVertex2i(carriagePosX+30, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+70, carriagePosY+50);

glEnd();

glColor3ub(255, 255, 255);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+10, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+25);

glVertex2i(carriagePosX+20, carriagePosY+50);

glVertex2i(carriagePosX+10, carriagePosY+50);

glEnd();

glColor3ub(0, 0, 150);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX, carriagePosY+10);

glVertex2i(carriagePosX+50, carriagePosY+10);

glVertex2i(carriagePosX+50, carriagePosY+15);

glVertex2i(carriagePosX, carriagePosY+15);

glEnd();

glColor3ub(61, 61, 61);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+70, carriagePosY);

glVertex2i(carriagePosX+80, carriagePosY+10);

glVertex2i(carriagePosX+80, carriagePosY+68);

glVertex2i(carriagePosX+70, carriagePosY+50);

glEnd();

glColor3ub(95,95,95);

glBegin(GL\_QUADS);

glVertex2i(carriagePosX+29, carriagePosY+50);

glVertex2i(carriagePosX+71, carriagePosY+50);

glVertex2i(carriagePosX+80, carriagePosY+70);

glVertex2i(carriagePosX+42, carriagePosY+70);

glVertex2i(carriagePosX, carriagePosY+70);

glVertex2i(carriagePosX+30, carriagePosY+70);

glVertex2i(carriagePosX+40, carriagePosY+90);

glVertex2i(carriagePosX+10, carriagePosY+90);

glVertex2i(carriagePosX+40, carriagePosY+90);

glVertex2i(carriagePosX+30, carriagePosY+70);

glVertex2i(carriagePosX+30, carriagePosY+50);

glVertex2i(carriagePosX+40, carriagePosY+60);

glEnd();

glPushMatrix();

glTranslatef(carriagePosX+15, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=16;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+8);

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(carriagePosX+55, carriagePosY-14, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+3);

}

glEnd();

glPopMatrix();

glPopMatrix();

glColor3ub(219, 219, 200);

glBegin(GL\_QUADS);

glVertex2i(310, 270);

glVertex2i(300, 270);

glVertex2i(300, 290);

glVertex2i(310, 290);

glEnd();

glBegin(GL\_POLYGON);

glVertex2i(carriagePosX+305, carriagePosY+20);

glVertex2i(carriagePosX+295, carriagePosY+10);

glVertex2i(carriagePosX+295, carriagePosY-10);

glVertex2i(carriagePosX+320, carriagePosY-10);

glEnd();

glPushMatrix();

glTranslatef(carriagePosX+300, carriagePosY+30, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(219, 219, 200);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/90;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y+5);

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(303, 298, 0.0);

glBegin(GL\_POLYGON);

glColor3f(0.709, 0.701, 0.717);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(290, 308, 0.0);

glBegin(GL\_POLYGON);

glColor3f(0.709, 0.701, 0.717);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=7;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(276, 311, 0.0);

glBegin(GL\_POLYGON);

glColor3f(0.709, 0.701, 0.717);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=9;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(265, 322, 0.0);

glBegin(GL\_POLYGON);

glColor3f(0.709, 0.701, 0.717);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=11;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

///End of Making of Rail Body

glPushMatrix();

for(int l=0;l<=1000;++l)

{

///big tree 6

glPushMatrix();

glTranslatef(l,0,0);

glTranslatef(25,180,0);

glColor3ub(210,105,30);

glBegin(GL\_QUADS);

glVertex2i(0,0);

glVertex2i(6,0);

glColor3ub(160,82,45);

glVertex2i(6, 55);

glVertex2i(0, 55);

glEnd();

glColor3ub(210,105,30);

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(-9,-9);

glVertex2i(3,-3);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(0,0);

glVertex2i(4.5,-9);

glVertex2i(6,0);

glVertex2i(0, 0);

glEnd();

glBegin(GL\_TRIANGLES);

glVertex2i(3,-3);

glVertex2i(15,-9);

glVertex2i(6,0);

glEnd();

glTranslatef(-2,-80,0);

glScaled(2,2,1);

glColor3ub(0,105,00);

glBegin(GL\_POLYGON);

glVertex2i(0, 55);

glVertex2i(6, 55);

glVertex2i(10, 55);

glVertex2i(15, 65);

glVertex2i(18, 70);

glVertex2i(15, 85);

glColor3ub(34,139,34);

glVertex2i(3, 90);

glVertex2i(-9, 85);

glVertex2i(-12, 70);

glVertex2i(-9, 65);

glVertex2i(-4, 55);

glVertex2i(0, 55);

glEnd();

glPushMatrix();

glTranslatef(0, 56, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(139,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(6, 60, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(-3, 65, 0.0);

glBegin(GL\_POLYGON);

// glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(9, 63, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(3, 60, 0.0);

glBegin(GL\_POLYGON);

glColor3ub(128,128,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(-2, 58, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(-1, 65, 0.0);

glBegin(GL\_POLYGON);

// glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(5, 63, 0.0);

glBegin(GL\_POLYGON);

//glColor3ub(255,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

l+=150;

///end of big tree below train

}

glPopMatrix();

///

glPushMatrix();

glScalef(.8,.8,0);

glTranslatef(-500,43,0);

//Human Train 1

glPushMatrix();

glTranslatef(\_run,0,0);

int human\_train1x = 425;

int human\_train1y = 220; //525,420

glBegin(GL\_QUADS);

glColor3ub(255, 236, 204);

glVertex2i(human\_train1x, human\_train1y);

glVertex2i(human\_train1x-5, human\_train1y);

glVertex2i(human\_train1x-5, human\_train1y+10);

glVertex2i(human\_train1x, human\_train1y+10);

glVertex2i(human\_train1x-1, human\_train1y-5);

glVertex2i(human\_train1x-4, human\_train1y-5);

glVertex2i(human\_train1x-4, human\_train1y);

glVertex2i(human\_train1x-1, human\_train1y);

// glVertex2i(human\_train1x+5, human\_train1y-20);

// glVertex2i(human\_train1x+7, human\_train1y-20);

// glVertex2i(human\_train1x+7, human\_train1y-15);

// glVertex2i(human\_train1x+5, human\_train1y-15);

glVertex2i(human\_train1x-5, human\_train1y-45);

glVertex2i(human\_train1x-2, human\_train1y-45);

glVertex2i(human\_train1x-2, human\_train1y-35);

glVertex2i(human\_train1x-5, human\_train1y-35);

glVertex2i(human\_train1x-1, human\_train1y-45);

glVertex2i(human\_train1x+3, human\_train1y-45);

glVertex2i(human\_train1x+3, human\_train1y-35);

glVertex2i(human\_train1x-1, human\_train1y-35);

glColor3ub(225, 225, 0);

glVertex2i(human\_train1x-5, human\_train1y-20);

glVertex2i(human\_train1x+2, human\_train1y-20);

glVertex2i(human\_train1x+2, human\_train1y-5);

glVertex2i(human\_train1x-5, human\_train1y-5);

glVertex2i(human\_train1x-9, human\_train1y-35);

glVertex2i(human\_train1x+6, human\_train1y-35);

glVertex2i(human\_train1x+2, human\_train1y-20);

glVertex2i(human\_train1x-5, human\_train1y-20);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3ub(0,0,0);

glVertex2i(human\_train1x+2, human\_train1y+15);

glVertex2i(human\_train1x-5, human\_train1y+15);

glVertex2i(human\_train1x-5, human\_train1y+6);

glVertex2i(human\_train1x-5, human\_train1y+15);

glVertex2i(human\_train1x-9, human\_train1y+14);

glVertex2i(human\_train1x-9, human\_train1y+6);

glEnd();

//Human Train 2

int human\_train2x = 480;

int human\_train2y = 220; //525,420

glBegin(GL\_QUADS);

glColor3ub(255, 236, 204);

glVertex2i(human\_train2x, human\_train2y);

glVertex2i(human\_train2x-5, human\_train2y);

glVertex2i(human\_train2x-5, human\_train2y+10);

glVertex2i(human\_train2x, human\_train2y+10);

glVertex2i(human\_train2x-1, human\_train2y-5);

glVertex2i(human\_train2x-4, human\_train2y-5);

glVertex2i(human\_train2x-4, human\_train2y);

glVertex2i(human\_train2x-1, human\_train2y);

glVertex2i(human\_train2x-5, human\_train2y-45);

glVertex2i(human\_train2x-2, human\_train2y-45);

glVertex2i(human\_train2x-2, human\_train2y-35);

glVertex2i(human\_train2x-5, human\_train2y-35);

glVertex2i(human\_train2x-1, human\_train2y-45);

glVertex2i(human\_train2x+3, human\_train2y-45);

glVertex2i(human\_train2x+3, human\_train2y-35);

glVertex2i(human\_train2x-1, human\_train2y-35);

glColor3ub(225, 0, 225);

glVertex2i(human\_train2x-5, human\_train2y-20);

glVertex2i(human\_train2x+2, human\_train2y-20);

glVertex2i(human\_train2x+2, human\_train2y-5);

glVertex2i(human\_train2x-5, human\_train2y-5);

glVertex2i(human\_train2x-9, human\_train2y-35);

glVertex2i(human\_train2x+6, human\_train2y-35);

glVertex2i(human\_train2x+2, human\_train2y-20);

glVertex2i(human\_train2x-5, human\_train2y-20);

glEnd();

glBegin(GL\_TRIANGLES);

glColor3ub(0,0,0);

glVertex2i(human\_train2x+2, human\_train2y+15);

glVertex2i(human\_train2x-5, human\_train2y+15);

glVertex2i(human\_train2x-5, human\_train2y+6);

glVertex2i(human\_train2x-5, human\_train2y+15);

glVertex2i(human\_train2x-9, human\_train2y+14);

glVertex2i(human\_train2x-9, human\_train2y+6);

glEnd();

glTranslatef(-35,0,0);

glBegin(GL\_QUADS);

glColor3ub(240,128,128);

glVertex2i(human\_train2x+20, human\_train2y+43);

glVertex2i(human\_train2x+15, human\_train2y-0);

glColor3ub(205,92,92);

glVertex2i(human\_train2x+3, human\_train2y-2);

glVertex2i(human\_train2x+3, human\_train2y+33);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(205,92,92);

glVertex2i(human\_train2x+2, human\_train2y-2);

glVertex2i(human\_train2x+5, human\_train2y-2);

glColor3ub(240,128,128);

glVertex2i(human\_train2x-5, human\_train2y-12);

glVertex2i(human\_train2x-8, human\_train2y-12);

glEnd();

glBegin(GL\_LINE\_STRIP);

glColor3ub(0,0,0);

glVertex2i(human\_train2x+16, human\_train2y+10);

glVertex2i(human\_train2x+35, human\_train2y-12);

glEnd();

glTranslatef(-55,0,0);

glBegin(GL\_QUADS);

glColor3ub(240,128,128);

glVertex2i(human\_train2x+20, human\_train2y+43);

glVertex2i(human\_train2x+15, human\_train2y-0);

glColor3ub(205,92,92);

glVertex2i(human\_train2x+3, human\_train2y-2);

glVertex2i(human\_train2x+3, human\_train2y+33);

glEnd();

glBegin(GL\_QUADS);

glColor3ub(205,92,92);

glVertex2i(human\_train2x+2, human\_train2y-2);

glVertex2i(human\_train2x+5, human\_train2y-2);

glColor3ub(240,128,128);

glVertex2i(human\_train2x-5, human\_train2y-12);

glVertex2i(human\_train2x-8, human\_train2y-12);

glEnd();

glBegin(GL\_LINE\_STRIP);

glColor3ub(0,0,0);

glVertex2i(human\_train2x+16, human\_train2y+10);

glVertex2i(human\_train2x+35, human\_train2y-12);

glEnd();

glPopMatrix();

glPopMatrix();

//flag

glPushMatrix();

glTranslatef(205, 65, 0);

glColor3ub(156, 143, 6); //STAIR

glBegin(GL\_QUADS);

glVertex2i(465, 340);

glVertex2i(465, 350);

glVertex2i(490, 350);

glVertex2i(490, 340);

glEnd();

glColor3ub(0, 0, 0); //STAIR

glBegin(GL\_LINE\_LOOP);

glVertex2i(465, 340);

glVertex2i(465, 350);

glVertex2i(490, 350);

glVertex2i(490, 340);

glEnd();

glColor3ub(104, 138, 143); //STAND

glBegin(GL\_QUADS);

glVertex2i(470, 350);

glVertex2i(470, 475);

glVertex2i(475, 475);

glVertex2i(475, 350);

glEnd();

glColor3ub(0, 0, 0); //STAND

glBegin(GL\_LINE\_LOOP);

glVertex2i(470, 350);

glVertex2i(470, 475);

glVertex2i(475, 475);

glVertex2i(475, 350);

glEnd();

glColor3ub(9, 107, 4); //QUAD

glBegin(GL\_QUADS);

glVertex2i(475, 440);

glVertex2i(475, 475);

glVertex2i(530, 475);

glVertex2i(530, 440);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(475, 440);

glVertex2i(475, 475);

glVertex2i(530, 475);

glVertex2i(530, 440);

glEnd();

///Circle

// glScalef(0.5, 0.5, 0.5);

glTranslatef(500, 460, 0);

glPushMatrix();

glBegin(GL\_POLYGON);

glColor3f(1,0,0);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=12;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

glPopMatrix();

//birds XY mode

glPushMatrix();

glTranslatef(\_brun,1000-\_run, 0.0);

glTranslatef(0,00, 0.0);

glColor3ub(128,0,0);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 2

glTranslatef(-55,-30, 0.0);

glColor3ub(128,0,0);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 3

glTranslatef(0,48, 0.0);

glColor3ub(128,0,0);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3ub(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3ub(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glPopMatrix();

// birds x

glPushMatrix();

glTranslatef(\_run2,900, 0);

glTranslatef(0,00, 0.0);

glBegin(GL\_QUADS);

glColor3f(255,255,255);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 2

glTranslatef(-55,-30, 0.0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 3

glTranslatef(0,48, 0.0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);///text school

glPushMatrix();

glTranslatef(60, 125, 0);

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(675, 495);

glVertex2i(725, 495);

glVertex2i(725, 475);

glVertex2i(675, 475);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(675, 495);

glVertex2i(725, 495);

glVertex2i(725, 475);

glVertex2i(675, 475);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(740, 605, 0);

Sprint(1.0,0,text);

glPopMatrix();

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 4

glTranslatef(0,-98, 0.0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 5

glTranslatef(50,40, 0.0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 6

glTranslatef(50,30,0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 5

glTranslatef(-155,40, 0.0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

///bird 8

glTranslatef(0,-130, 0.0);

glColor3ub(255,255,255);

glBegin(GL\_QUADS);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(20,12);

glVertex2i(20,10);

glVertex2i(50, 10);

glVertex2i(50,25);

glVertex2i(20,12);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(60,20);

glVertex2i(65,15);

glVertex2i(60,30);

glVertex2i(50,25);

glVertex2i(50,10);

glEnd();

glPushMatrix();

glTranslatef(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=1;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x+58,y+25 );

}

glEnd();

glPopMatrix();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(255,69,0);

glBegin(GL\_POLYGON);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,22);

glVertex2i(42,38);

glVertex2i(40,30);

glVertex2i(38,38);

glVertex2i(37,18);

glEnd();

glColor3f(0,0,0);

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,10);

glVertex2i(42,-3);

glVertex2i(40,5);

glVertex2i(38,-3);

glVertex2i(37,10);

glEnd();

glPopMatrix();

//End of birds

///text school

glPushMatrix();

glTranslatef(60, 125, 0);

glColor3ub(255, 255, 255);

glBegin(GL\_POLYGON);

glVertex2i(675, 495);

glVertex2i(725, 495);

glVertex2i(725, 475);

glVertex2i(675, 475);

glEnd();

glColor3ub(0, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2i(675, 495);

glVertex2i(725, 495);

glVertex2i(725, 475);

glVertex2i(675, 475);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(740, 605, 0);

Sprint(1.0,0,text);

glPopMatrix();

/// Coconut tree

glPushMatrix();

glTranslatef(-18,40,0);

glPushMatrix();

glColor3ub(139,69,19); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(10,00);

glVertex2i(30,60);

glVertex2i(15,60);

glVertex2i(0,30);

glVertex2i(-15,0);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,00);

glVertex2i(30,60);

glVertex2i(15,60);

glVertex2i(0,30);

glVertex2i(-15,0);

glEnd();

glColor3ub(139,69,19); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(15,60);

glVertex2i(30,60);

glVertex2i(40,90);

glVertex2i(30,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(15,60);

glVertex2i(30,60);

glVertex2i(40,90);

glVertex2i(30,90);

glVertex2i(15,60);

glEnd();

glBegin(GL\_LINES);

glVertex2i(22,75);

glVertex2i(35,75);

glVertex2i(22,40);

glVertex2i(5,40);

glEnd();

//tree leaps

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(40,90);

glVertex2i(60,40);

glVertex2i(45,95);

glVertex2i(45,100);

glVertex2i(30,100);

glVertex2i(30,90);

glVertex2i(40,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(40,90);

glVertex2i(60,40);

glVertex2i(45,95);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(45,90);

glVertex2i(70,50);

glVertex2i(50,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,90);

glVertex2i(70,50);

glVertex2i(50,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(50,100);

glVertex2i(60,120);

glVertex2i(45,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(50,100);

glVertex2i(60,120);

glVertex2i(45,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(45,100);

glVertex2i(48,130);

glVertex2i(40,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,100);

glVertex2i(48,130);

glVertex2i(40,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(40,100);

glVertex2i(30,120);

glVertex2i(35,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(40,100);

glVertex2i(30,120);

glVertex2i(35,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(30,90);

glVertex2i(0,50);

glVertex2i(25,95);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(30,90);

glVertex2i(0,50);

glVertex2i(25,95);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(35,100);

glVertex2i(0,110);

glVertex2i(30,95);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(35,100);

glVertex2i(0,110);

glVertex2i(30,95);

glEnd();

glColor3ub(50,205,50); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(37,90);

glVertex2i(40,58);

glVertex2i(42,62);

glVertex2i(40,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(37,90);

glVertex2i(40,58);

glVertex2i(42,62);

glVertex2i(40,90);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 65, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 65, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(38, 65, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(38, 65, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(40, 60, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(40, 60, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 62, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 62, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(0,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(43, 55, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(43, 55, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(0,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

// Coconut tree 1

glPushMatrix();

glColor3ub(139,69,19); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(10,00);

glVertex2i(30,60);

glVertex2i(15,60);

glVertex2i(0,30);

glVertex2i(0,0);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,00);

glVertex2i(30,60);

glVertex2i(15,60);

glVertex2i(0,30);

glVertex2i(0,0);

glEnd();

glColor3ub(139,69,19); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(15,60);

glVertex2i(30,60);

glVertex2i(40,90);

glVertex2i(30,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(15,60);

glVertex2i(30,60);

glVertex2i(40,90);

glVertex2i(30,90);

glVertex2i(15,60);

glEnd();

glBegin(GL\_LINES);

glVertex2i(22,75);

glVertex2i(35,75);

glVertex2i(22,40);

glVertex2i(5,40);

glEnd();

//tree leaps

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(40,90);

glVertex2i(60,40);

glVertex2i(45,95);

glVertex2i(45,100);

glVertex2i(30,100);

glVertex2i(30,90);

glVertex2i(40,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(40,90);

glVertex2i(60,40);

glVertex2i(45,95);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(45,90);

glVertex2i(70,50);

glVertex2i(50,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,90);

glVertex2i(70,50);

glVertex2i(50,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(50,100);

glVertex2i(60,120);

glVertex2i(45,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(50,100);

glVertex2i(60,120);

glVertex2i(45,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(45,100);

glVertex2i(48,130);

glVertex2i(40,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,100);

glVertex2i(48,130);

glVertex2i(40,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(40,100);

glVertex2i(30,120);

glVertex2i(35,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(40,100);

glVertex2i(30,120);

glVertex2i(35,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(30,90);

glVertex2i(0,50);

glVertex2i(25,95);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(30,90);

glVertex2i(0,50);

glVertex2i(25,95);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(35,100);

glVertex2i(0,110);

glVertex2i(30,95);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(35,100);

glVertex2i(0,110);

glVertex2i(30,95);

glEnd();

glColor3ub(50,205,50); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(37,90);

glVertex2i(40,58);

glVertex2i(42,62);

glVertex2i(40,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(37,90);

glVertex2i(40,58);

glVertex2i(42,62);

glVertex2i(40,90);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 65, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 65, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(38, 65, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(38, 65, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(40, 60, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(40, 60, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 62, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 62, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(0,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(43, 55, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(43, 55, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(0,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

///Coconut Tree 2

glPushMatrix();

glTranslatef(40,0,0);

glPushMatrix();

glColor3ub(139,69,19); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(10,00);

glVertex2i(30,60);

glVertex2i(15,60);

glVertex2i(0,30);

glVertex2i(-15,0);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(10,00);

glVertex2i(30,60);

glVertex2i(15,60);

glVertex2i(0,30);

glVertex2i(-15,0);

glEnd();

glColor3ub(139,69,19); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(15,60);

glVertex2i(30,60);

glVertex2i(40,90);

glVertex2i(30,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(15,60);

glVertex2i(30,60);

glVertex2i(40,90);

glVertex2i(30,90);

glVertex2i(15,60);

glEnd();

glBegin(GL\_LINES);

glVertex2i(22,75);

glVertex2i(35,75);

glVertex2i(22,40);

glVertex2i(5,40);

glEnd();

//tree leaps

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(40,90);

glVertex2i(60,40);

glVertex2i(45,95);

glVertex2i(45,100);

glVertex2i(30,100);

glVertex2i(30,90);

glVertex2i(40,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(40,90);

glVertex2i(60,40);

glVertex2i(45,95);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(45,90);

glVertex2i(70,50);

glVertex2i(50,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,90);

glVertex2i(70,50);

glVertex2i(50,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(50,100);

glVertex2i(60,120);

glVertex2i(45,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(50,100);

glVertex2i(60,120);

glVertex2i(45,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(45,100);

glVertex2i(48,130);

glVertex2i(40,100);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(45,100);

glVertex2i(48,130);

glVertex2i(40,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(40,100);

glVertex2i(30,120);

glVertex2i(35,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(40,100);

glVertex2i(30,120);

glVertex2i(35,100);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(30,90);

glVertex2i(0,50);

glVertex2i(25,95);

glVertex2i(30,100);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(30,90);

glVertex2i(0,50);

glVertex2i(25,95);

glEnd();

glColor3ub(0,100,0); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(35,100);

glVertex2i(0,110);

glVertex2i(30,95);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(35,100);

glVertex2i(0,110);

glVertex2i(30,95);

glEnd();

glColor3ub(50,205,50); //QUAD

glBegin(GL\_POLYGON);

glVertex2i(37,90);

glVertex2i(40,58);

glVertex2i(42,62);

glVertex2i(40,90);

glEnd();

glColor3ub(0,0,0); //QUAD

glBegin(GL\_LINE\_STRIP);

glVertex2i(37,90);

glVertex2i(40,58);

glVertex2i(42,62);

glVertex2i(40,90);

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 65, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 65, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(38, 65, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(38, 65, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(40, 60, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(40, 60, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(00,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 62, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(45, 62, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(0,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(43, 55, 0);

glBegin(GL\_POLYGON);

glColor3ub(50,205,50);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPushMatrix();

glTranslatef(43, 55, 0);

glBegin(GL\_LINE\_LOOP);

glColor3ub(0,0,00);

for(int i=0;i<200;i++)

{

float pi=3.1416;

float A=(i\*2\*pi)/200;

float r=5;

float x = r \* cos(A);

float y = r \* sin(A);

glVertex2f(x,y );

}

glEnd();

glPopMatrix();

glPopMatrix();

glFlush();

glutSwapBuffers();

}

void update(int value) {

\_brun += 5.0f;

if (\_brun > 1000)

{

\_brun -= 1000;

}

\_sun += 1.0f;

if (\_sun > 400)

{

\_sun -= 410;

}

\_moon +=1.0f;

if (\_moon > 800)

{

\_moon -= 800;

}

\_run += 1.0f;

if (\_run > 1000)

{

\_run -= 1700;

}

\_run1 += 1.0f;

if (\_run1 > 1000)

{

\_run1 -= 1300;

}

\_run8 +=3.0f;

if (\_run8 > 1000)

{

\_run8 -= 1200;

}

\_run2 += 3.5f;

if (\_run2 > 1000)

{

\_run2 -= 1300;

}

\_run3 += 0.8f;

if (\_run3 > 1000)

{

\_run3 -= 1700;

}

if(onOff){

\_ang\_tri += 2.5f;

if (\_ang\_tri > 1000){

\_ang\_tri = 1300;

}

}

kite\_counter = kite\_counter + kite\_speed;

if(kite\_counter > 20 && kite\_flag==false)

{

kite\_counter = kite\_counter - kite\_speed;

kite\_position = kite\_position - kite\_speed;

}

else if(kite\_counter <= 20 && kite\_flag==false)

{

//counter = counter + speed;

kite\_position = kite\_position + kite\_speed;

}

if(kite\_position < -40 || kite\_flag == true)

{

kite\_flag = true;

kite\_counter = kite\_counter + kite\_speed;

kite\_position = kite\_position + kite\_speed;

if(kite\_position > 20)

{

kite\_flag = false;

}

}

glutPostRedisplay(); //Tell GLUT that the display has changed

glutTimerFunc(25, update, 0);

}

void railForward(int value){

if(frd){

\_ang\_tri += 2.2f;

if (\_ang\_tri > 1000) {

\_ang\_tri -= 1400;

}

glutPostRedisplay();

glutTimerFunc(25, railForward, 0);

}

}

void railBackward(int value){

if(bck){

\_ang\_tri -= 2.2f;

if (\_ang\_tri < -350) {

\_ang\_tri = 1100;

}

glutPostRedisplay();

glutTimerFunc(25, railBackward, 0);

}

}

void Rain(int value){

if(rainday){

\_rain += 0.01f;

glBegin(GL\_POINTS);

for(int i=1;i<=1000;i++)

{

int x=rand(),y=rand();

x%=1000; y%=1000;

glBegin(GL\_LINES);

glColor3f(1.0, 1.0, 1.0);

glVertex2d(x,y);

glVertex2d(x+5,y+5);

glEnd();

}

glutPostRedisplay();

glutTimerFunc(5, Rain, 0);

glFlush();

}

}

void Night(int value){

if(night){

// glClearColor(0,0,0,0);

glutPostRedisplay();

glutTimerFunc(5, Night, 0);

glFlush();

}

}

void myKeyboard(unsigned char key, int x, int y){

switch (key)

{

case 'a':

frd = false;

bck = true;

railBackward(\_ang\_tri);

break;

case 'd':

frd = true;

bck = false;

railForward(\_ang\_tri);

break;

case 's':

frd = false;

bck = false;

break;

case 'r':

rainday = true;

Rain(\_rain);

sndPlaySound("River.wav",SND\_ASYNC|SND\_LOOP);

sndPlaySound("River.wav",SND\_MEMORY|SND\_ASYNC);

break;

case 'e':

rainday = false;

sndPlaySound(NULL,SND\_ASYNC);

break;

case 'n':

night = true;

Night(\_nt);

break;

case 'b':

night = false;

glClearColor(0.0,0.5,0.8,1.0);

break;

case 27: // ESC key

exit(0);

break;

default:

break;

}

}

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

{

cout << endl << "Village View Project" << endl << endl;

cout << "Press N : For Night " << endl << endl;

cout << "Press B : For Day" << endl << endl;

cout << "Press R : For Rain " << endl << endl;

cout << "Press E : For Stop Rain" << endl << endl;

cout << "Press D : To Forward the Train" << endl << endl;

cout << "Press A : To Backward the Train" << endl << endl;

cout << "Press S : To Stop the Train" << endl << endl;

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE| GLUT\_RGB | GLUT\_DEPTH);

glutInitWindowSize(1200, 600);

glutCreateWindow("Village View Project"); // creating the window

//glutFullScreen(); // making the window full screen

//glutInitWindowPosition(0,0);

glutDisplayFunc(display);

glutKeyboardFunc(myKeyboard);

glutTimerFunc(25, update, 0);

init();

glutMainLoop();

return 0;

}