# LAPORAN ACTIVITY

| | |
|---|---|
| Mata Praktikum | : Grafik Komputer |
| Kelas | : 3IA24 |
| Praktikum ke- | : 1 |
| Tanggal | : 18 Oktober 2023 |
| Materi | : Pengenalan OpenGL |
| NPM | : 50421704 |
| Nama | : Juan Samuel Christopher |
| Ketua Asisten | : Ayu Fara Paramitha |
| Nama Asisten | : |
| Paraf Asisten | : |
| Jumlah Lembar | : 3 |



**LABORATORIUM TEKNIK INFORMATIKA**

**UNIVERSITAS GUNADARMA**

**2022/2023**

**LISTING**

```cpp
main.cpp

1    #include <gl/glut.h>
2    #include <math.h>
3
4    void userdraw(){
5        static int tick = 0;
6        glColor3f(0., 0., 0.);
7        glPointSize(16);
8        glBegin(GL_LINE_LOOP);
9        glVertex2f(125, 150);
10       glVertex2f(150, 100);
11       glVertex2f(100, 100);
12       glEnd();
13   }
14
15   void display (void) {
16       glClear(GL_COLOR_BUFFER_BIT);
17       userdraw();
18       glutSwapBuffers();
19   }
20
21   int main(int argc, char** argv) {
22       glutInit(&argc, argv);
23       glutInitDisplayMode (GLUT_DOUBLE | GLUT_RGB);
24       glutInitWindowPosition (100, 100);
25       glutInitWindowSize(640, 480);
26       glutCreateWindow("Juan Samuel Christopher_50421704");
27       glClearColor (1.0, 1.0, 1.0, 0.0);
28       gluOrtho2D (0., 640., -240., 500.);
29       glutIdleFunc(display);
30       glutDisplayFunc(display);
31       glutMainLoop();
32       return 0;
33   }
```

**OUTPUT**